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Dungeons & Dragons

ADVENTURE

EBERRON

SHADOWS OF THE LAST WAR

KEITH BAKER

BERZERKER

SHADOWS OF THE LAST WAR™

A 2nd-Level Adventure

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Introduction

This adventure propels a party of four 2nd-level characters through a harrowing search for an ancient artifact of terrible and wondrous power. With minor adjustments, it can handle smaller or larger groups as well.

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook, Dungeon Master's Guide, Monster Manual,* and the *Eberron Campaign Setting.*

Adventure Background

Shadows of the Last War follows the events of *The Forgotten Forge,* the 1st-level adventure included in the *Eberron Campaign Setting.* In that adventure, the party of adventurers recovered an ancient schema—part of a creation pattern used by the fabricators of House Cannith—for Elaydren d'Cannith. To find this item, they had to brave the dangers of the deepest levels of Sharn while overcoming agents of the warforged extremist, the Lord of Blades.

Why does Elaydren d'Cannith seek the pieces of this ancient creation pattern? To understand this, you need to understand the recent history of House Cannith. When the nation of Cyre, the ancestral home of House Cannith, disappeared in a conflagration of arcane energy near the end of the Last War, it took the patriarch and many other family leaders with it.

In the four years since Cyre became the Mournland, three factions have emerged within House Cannith. Cannith West, based in Fairhaven, serves Aundair, Thrane, and the Eldeen Reaches, and is led by Jorlanna d'Cannith. Merrix d'Cannith leads Cannith South, which operates out of Sharn and oversees house activities in Breland, Zilargo, and Darguun. Cannith East, based in Korth, operates in Karrnath, the Mror Holds, and the Lhazaar Principalities, and is led by Zorlan d'Cannith. The party's patron, Elaydren d'Cannith, appears to be attached to the western enclave, but she actually serves the southern branch of the family.

Creation patterns of all sorts exist, from those used to magically craft mundane items to those designed to craft exceptionally powerful magic items. The first schema, recovered from a forgotten Cannith forge deep in the bowels of Sharn, is one of four parts that make up an ancient creation pattern. This particular pattern wasn't developed by House Cannith. It was discovered on the mysterious continent of Xen'drik by Kedran d'Cannith shortly before the start of the War of the Mark, some fifteen hundred years ago.

What did Kedran find? He found one part of a four-part pattern, as well as a stone tablet describing the pattern itself. As the War of the Mark escalated, Kedran hid the schema in his secret foundry, where it remained until the adventurers uncovered it a short time ago.

Kedran also prepared a number of texts that his family used over the centuries. Some of these texts described the purpose of creation patterns that Kedran studied and researched on his trips to Xen'drik, and which House Cannith was eventually able to develop into the patterns used by their own artificers and magewrights. One text, the journal describing the location of Kedran's hidden vault, was lost to antiquity until Bonal Geldem of Morgrave University discovered it. In fact, Geldem worked with Lady Elaydren until an agent of the Lord of Blades murdered him and the journal fell into the hands of the adventurers.

Kedran's most valuable text, which contains all his notes on the four-part pattern and the secrets of its creative powers, has been in the hands of Baron Merrix d'Cannith and his immediate family for more than eight hundred years. Two incomplete copies of this text also exist—one that was used at the secret Cannith research facility in Cyre, and the other in the hands of Cannith East and their allies—the Order of the Emerald Claw. With the destruction of Cyre and the loss of the house elders, the location of the hidden facility was also lost. Rumors of success at the facility began to circulate right before Cyre was destroyed, and now the race is on to find the hidden facility and the secrets it might contain.

Adventure Synopsis

Three separate groups seek the Xen'drik pattern and the schemas that comprise it: Cannith South, represented by Elaydren d'Cannith (though she claims to represent Cannith West); the Lord of Blades and his warforged followers operating out of the Mournland; and the Order of the Emerald Claw (which is working with Cannith East). The first part of the pattern, the Sharn schema, has been recovered and is in the hands of Cannith South thanks to the actions of the adventurers in *The Forgotten Forge.* The pattern itself and a second schema are believed to be in the Whitehearth facility—if it can be found and if it still exists within the ruins of the Mournland. A third schema has been found by the Emerald Claw, but no one outside that organization knows this yet.

The adventurers start out in Sharn, the City of Towers. Once more, Lady Elaydren requests their help and offers them a generous reward. From Sharn, the adventurers must travel to Darguun to discover the location of Whitehearth. Then, it's off to the Mournland to find the next schema and the creation pattern it fits into before someone else does.

The Forgotten Forge

This adventure works best if the adventurers first complete *The Forgotten Forge,* found in the *Eberron Campaign Setting.* If you'd rather start with this adventure, then some other group recovered the first schema and the party has not had prior dealings with Elaydren d'Cannith. In this case, she approaches the adventurers because they appear capable, she needs help, and she is running out of time. Adjust descriptions and encounters accordingly.

Part One: Sharn

This adventure picks up where *The Forgotten Forge* leaves off—in Sharn, the City of Towers. After recovering the star-shaped schema and turning it over to Lady Elaydren d'Cannith, the adventurers were told to periodically check in with the House Sivis message station at Barmin Tower in case House Cannith had additional work for them.

The following events occur in Sharn:

- The adventurers discover that the House Sivis message station was attacked by kobold marauders, and that a message that had been waiting for them was stolen.
- Lady Elaydren sends a second message, via a giant owl, calling for the adventurers to meet her once again at the Broken Anvil tavern. She fears that her role in recent events has been discovered and that she is in imminent danger.
- At the Broken Anvil, the adventurers sit down to converse with Lady Elaydren just as a warforged loyal to the Lord of Blades and his kobold mercenaries break into the tavern.

The Message Station (EL 1)

Another rainy day in Sharn, another opportunity for danger and adventure. The adventurers make their way to Barmin Tower to visit the House Sivis message station. Read:

Thunder rumbles in the distance as you cross the rain-slick skybridge that leads to Barmin Tower. The rain falls at a steady pace, causing waterfalls to spill over the sides of the slanted rooftops and balcony railings. Ahead, the door to the House Sivis message station hangs open at a strange angle, one of its hinges separated from the doorframe. Lightning flashes, and you think you hear a groan from somewhere inside the otherwise quiet shop.

Let the PCs approach the message station as they see fit. The trouble that visited the place a short time ago has already moved on, and all the adventurers can accomplish here is to determine that someone has again taken an interest in their activities.

Inside the message station, the adventurers see that the place has been ransacked. Read:

The tables and stools within the message station are in disarray; some are overturned or smashed, others have been forcefully scattered from their usual places. Behind the counter, lying atop a spilled shelf of scrolls and parchment sheets, is the gnome clerk who runs the station. She moans, unconscious but apparently still alive.

The gnome clerk can be roused by a simple Heal check (DC 10) or any curative magic. Once treated, she sits up, blinks to clear her eyes, and then attempts to stand. "The messages!" she cries. "I have to check on the messages!"

Development: The PCs can check around the shop looking for clues, as well as question the clerk about what transpired.

Search checks to examine the shop reveal some information, depending on the result of the checks, as described below. A higher result includes the information that is learned with a lower result.

Search DC 10: The PC notices sling stones scattered around the room.

Search DC 15: The PC spots a series of small, clawed footprints in the spilled ink near one of the overturned tables. The footprints appear to belong to at least two different individuals of the same humanoid species. A successful DC 15 Survival check or DC 20 Knowledge (nature) check identifies them as kobold footprints.

Search DC 20: The PC spots a single, larger, split-toed footprint on a sheet of parchment, apparently made when a rain-soaked foot stepped on the parchment sheet. A successful DC 15 Survival check or DC 20 Knowledge (arcana) check identifies it as a warforged footprint.

The clerk takes a moment, but eventually recognizes the PCs from their frequent visits to the message station since they completed their first mission for Lady Elaydren. She explains that a band of kobolds charged in and attacked her. There were at least four of the vile creatures. After they subdued her and made sure the place was otherwise empty, a human-sized individual wrapped in a dark cloak entered the shop.

"The stranger had a deep, rumbling voice that was strong and threatening, and the kobolds followed his direction without question. He asked if there were any messages for you," the clerk admits, pointing at the PC she has most likely dealt with on past occasions. "It was an amazing coincidence," the clerk explains, "because I had just transcribed a message for you from the speaking stone. I must have glanced at the scroll I was holding, and the next instance the man in the cloak had snatched the scroll with one hand and hit me with the other. That's the last thing I remember."

The clerk cannot reveal what the message said because House Sivis clerks are trained to transcribe and forget, for their own safety as well as for the privacy of their clients. If a character makes a DC 15 Diplomacy check or offers the clerk 5 or more gold pieces, she reluctantly admits that she remembers who sent the message: "It was from Lady Elaydren d'Cannith."

If she is prompted for details of the message itself, the clerk cannot be of help. "It isn't really any of my business," she says. Then she nervously examines the area behind her counter to check on the other messages in her care, as well as to make sure the precious *speaking stone* is undamaged.

Satisfied, she makes a quick check of the rest of the shop. The clerk's cursory examination indicates that nothing else was taken, not even the handful of gold pieces in the till.

A Call for Help (EL 3)

Back outside in the wind and the rain, the PCs have only a moment to decide what they should do before something large swoops toward them. Read:

The rain seems to slack off as you walk away from the message station. Around a tower bend, at least a dozen people mill about on a partially covered terrace. A gang of children splashes in the puddles near the curving wall, laughing merrily. A merchant pushes an empty cart, presumably returning from the market exchange. A guard of the Sharn Watch looks the crowd over from his place beneath a shop awning.

A blur of feathers suddenly rockets toward you out of the cloud-filled sky. It's a giant owl, and it circles once before tipping the satchel it carries in its talons to drop a scroll case at your feet.

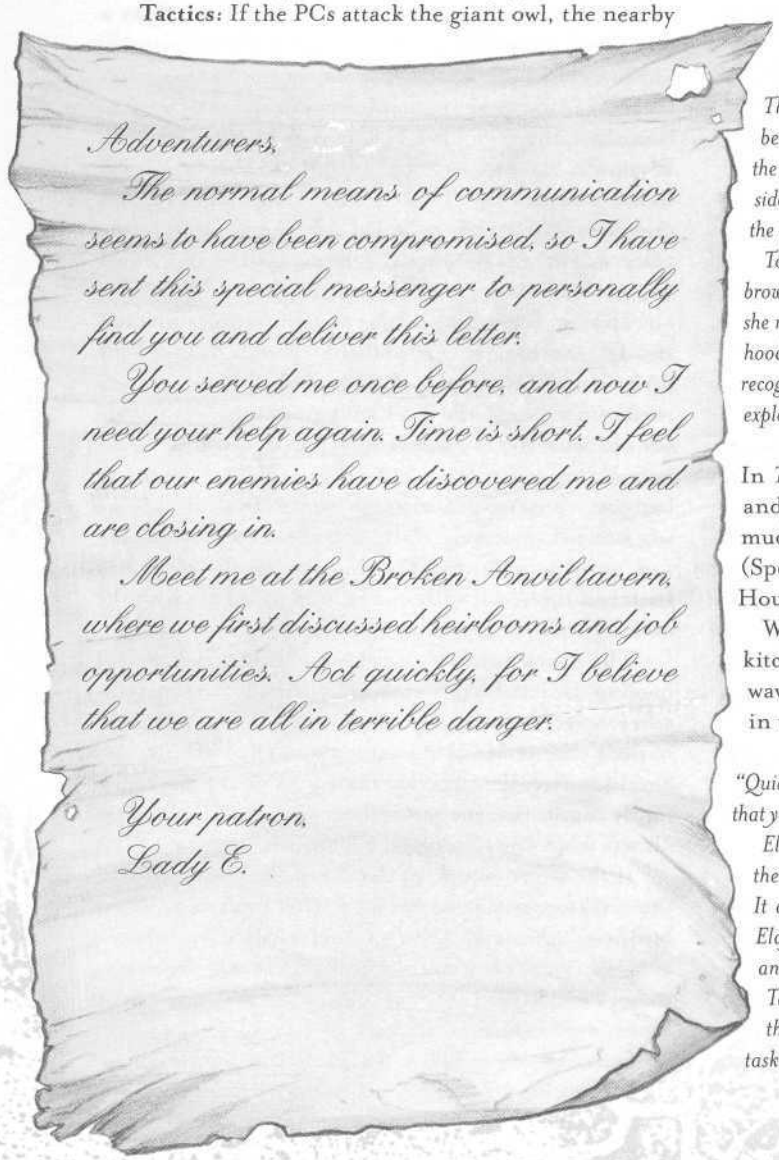
The giant owl delivers its cargo and streaks away.

Creature: Fighting the giant owl is unnecessary and unwise, because the creature is a dangerous challenge for a low-level party and it means them no harm.

Giant Owl: hp 26; *Monster Manual* page 205.

Tactics: If the PCs attack the giant owl, the nearby officer of the City Watch calls out: "Why are you attacking that messenger? Stop that this instant!" The giant owl, unperturbed, delivers the scroll case and flies off. If the PCs continue to harass it, it returns and strikes back. All the while, the officer of the Watch attempts to stop the violence before it escalates and someone gets seriously injured.

Development: The scroll case is sealed with wax, but no imprint has been pressed into the wax. Inside the case is a letter. (See the illustration on this page.)



Adventurers,

The normal means of communication seems to have been compromised, so I have sent this special messenger to personally find you and deliver this letter.

You served me once before, and now I need your help again. Time is short. I feel that our enemies have discovered me and are closing in.

Meet me at the Broken Anvil tavern, where we first discussed heirlooms and job opportunities. Act quickly, for I believe that we are all in terrible danger.

Your patron,
Lady E.

The Broken Anvil (EL 4)

The Broken Anvil is a small tavern with a handful of rooms for rent in the Mason's Tower. It is run by House Ghallanda and hosted by a halfling matron. The interior common room is dark and cozy, with dim illumination provided by a large hearth, two *everbright lanterns* hanging from the walls, and a number of ordinary candles scattered throughout the chamber.

Use the map on page 5 when running this encounter.

When the PCs decide to keep their meeting with Lady Elaydren, read:

The Broken Anvil is located in the Mason's Tower, carved into a bend in the tower wall. Inside, everbright lanterns at either end of the room provide flickering illumination. A round table is set to either side of the entrance, and three longer tables are scattered throughout the room.

Today the Broken Anvil only has one customer, a woman in a worn brown cloak. She sits at a table at the far end of the room. As you enter, she raises her hand as if to cast a spell, then stops and pulls back her hood. Despite her disheveled hair and the dirt that covers her face, you recognize her. She is Elaydren d'Cannith, the woman who hired you to explore the depths of Sharn.

In *The Forgotten Forge*, Elaydren wore expensive jewelry and fine glamerweave clothing. Today she wears a mud-spattered traveler's outfit, and an alert observer (Spot DC 20) notices that she isn't even wearing her House Cannith signet ring.

When the matronly innkeeper emerges from the kitchen, Elaydren dismisses her with an imperious wave of her hand and calls the party over to her table in the northeast portion of the room. Read:

"Quickly, quickly!" Elaydren calls in a strained voice. "Thank Olladra that you're here. There is no time to waste."

Elaydren lifts a leather backpack off the floor and places it on the table. The leather is worn, but its brass fittings are still bright. It appears light, almost empty. "There is no time to explain," Elaydren says, her fear-filled eyes darting from you to the door and back again. "Instructions, gold, and supplies are in this pack. Take it and go. The letter in the left-hand pocket explains everything, but you must go now! Trust me. If you can accomplish this task, the reward will be vast."

Elaydren's desperation is no act. Various opposing forces seek her and the schema that the PCs acquired for her. She hands the backpack to one of the PCs. Before they can ask questions or examine the contents of the backpack, the warforged agent of the Lord of Blades and his kobold mercenaries burst into the common room. Read:

Suddenly the door to the street bursts open. Four small figures leap through the doorway—kobolds! They move in pairs to each side of the chamber, clearing the space in front of the entrance. A fifth figure steps into the doorway, a broad humanoid in a dark, hooded cloak carrying a light crossbow. He raises the crossbow and launches a bolt at Elaydren.

If Saber survived and escaped at the end of *The Forgotten Forge*, then he has returned to deal with Elaydren and the PCs. If not, then this is Cutlass, another of the elite warforged followers of the Lord of Blades. Like many of the Lord's followers and chief lieutenants, Cutlass has taken to the practice of naming himself after a bladed weapon.

Creatures: The warforged fighter leads a party of kobold mercenaries and is intent on killing Lady Elaydren and recovering the ancient schema for his master, the mysterious Lord of Blades.

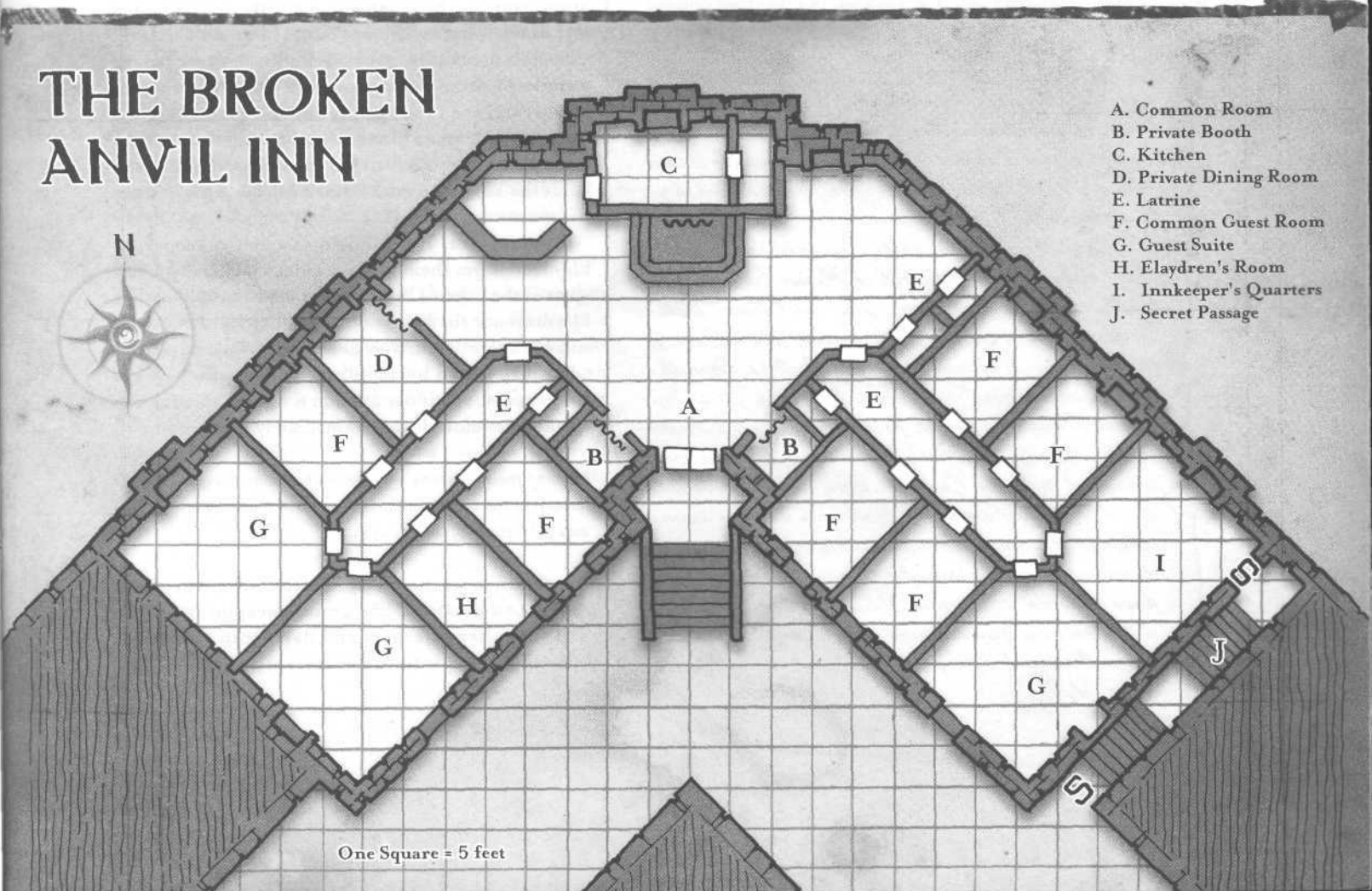
Elaydren d'Cannith: Female human aristocrat 2/sorcerer 2; CR 3; Medium humanoid; HD 2d8+2d4; hp 17; Init +5; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +2; Grp +1; Atk +1 melee (1d4–1/19–20, masterwork dagger) or +3 ranged (1d4–1/19–20, masterwork dagger); Full Atk +1 melee (1d4–1/19–20, masterwork dagger) or +3 ranged (1d4–1/19–20, masterwork dagger); SA —; SQ least Mark of Making: *make whole* 1/day; AL N; SV Fort +0; Ref +1; Will +7; Str 8, Dex 13, Con 10 , Int 14, Wis 12, Cha 16.

Skills and Feats: Bluff +10, Concentration +2, Diplomacy +10, Gather Information +8, Intimidate +8, Knowledge (arcana) +4, Knowledge (nobility and royalty) +7, Sense Motive +8, Spellcraft +4; Least Dragonmark (Cannith), Improved Initiative, Negotiator.

Languages: Common, Giant, Gnome.

Sorcerer Spells Known (6/5): 0—*acid splash, detect magic, detect poison, mending, prestidigitation;* 1st—*charm person* (DC 14), *mage armor.*

Possessions: House Cannith signet ring; *coward's pearl*



(bracelet); *potion of cure moderate wounds*, glamerweave courtier's outfit; masterwork dagger; jewelry (150 gp); and 20 gp, 28 pp, and identification papers in a belt pouch.

Kobold Mercenaries (4): hp 6 each; *Monster Manual* page 161.

Cutlass: Male personality warforged fighter 3; CR 3; Medium living construct; HD 3d10+6; hp 28; Init +5; Spd 20 ft.; AC 19, touch 19, flat-footed 18; Base Atk +3; Grp +5; Atk +7 melee (1d8+3/19–20, *+1 longsword*) or +4 ranged (1d8/19–20, light crossbow); Full Atk +7 melee (1d8+3/19–20, *+1 longsword*) or +4 ranged (1d8/19–20, light crossbow); SQ damage reduction 2/adamantine, warforged traits; AL LE; SV Fort +5, Ref +2, Will +2; Str 14, Dex 12, Con 14, Int 11, Wis 12, Cha 10.

Skills and Feats: Intimidate +6, Spot +4; Adamantine Body, Improved Initiative[B], Power Attack[B], Weapon Focus (longsword).

Language: Common.

Possessions: *+1 longsword*, light crossbow with 6 crossbow bolts, traveling cloak, backpack.

Warforged Traits (Ex): Immunity to poison, sleep effects, paralysis, disease, nausea, fatigue, exhaustion, effects that cause the sickened condition, and energy drain.

Tactics: The kobold mercenaries close with the adventurers, seeking to fight in pairs and taking advantage of flanking while their warforged leader fires crossbow bolts from the doorway. Once he has fired all his bolts, or if one or more of the PCs approach him, he draws his longsword and moves to engage in melee.

During the battle, Cutlass enjoys hurling insults at the "weak-fleshed errand boys" or the "flesh-loving warforged" (if there are any warforged characters in the party). He isn't above proclaiming that the end of the weak-fleshed nations is at hand, quoting freely from the speeches and sermons of his leader, the Lord of Blades.

Elaydren ducks behind the table, taking cover. If the initial attack injures her, she drinks her *potion of cure moderate wounds* to recover from the injury. If the party is on the verge of defeat, Elaydren uses her *coward's pearl*, filling the room with fog and teleporting away.

The warforged fighter battles to the death. He plans to capture the schema for the Lord of Blades or die trying. The kobolds also fight to the death, for they have been intimidated into doing so by the warforged who leads them.

My friends,

The object you recovered for me from the ruins beneath Sharn is a schema, a piece of a pattern used to create items both mundane and magical. I have learned that another schema connected to this pattern was being studied in a secret Cannith workshop in Cyre, called Whitehearth. I wonder if this research is tied to the Day of Mourning?

Parts of my own house seek this pattern for evil purposes, and I do not know whom to trust. So I turn to you. I need you to travel to Cyre, find the workshop, and recover the second schema.

The location of the workshop was a closely guarded secret lost when the patriarch of House Cannith died in the destruction of Cyre. You must travel to the House Cannith outpost in the town of Rose Quarry, in Darguun, to recover a record of all of Cannith's hidden workshops.

In Rhukaan Draal, find a man named Failin in the Bloody Market. He can provide you with transport to Rose Quarry. From there, travel into the Mournland to find Whitehearth and the second schema. It is an adamantine plate in the shape of a diamond, about the size of a human's palm. Once you have retrieved it, return to Rhukaan Draal, where I will meet you. Succeed, and I will see to it that you are well rewarded for your courage.

Lady E.

Where Is the Schema? The first part of the creation pattern, the schema shaped like a six-pointed star, is safely in the hands of Baron Merrix d'Cannith. Elaydren turned the item over to the baron after she acquired it from the adventurers. Then Merrix sent her to continue investigating rumors concerning the pattern. "You must locate the other schemas and the pattern itself," Merrix urged Elaydren. "The pattern holds the key to the work I have been laboring at since before you were born."

Development: If the PCs defeat the mercenaries, Elaydren urges them to leave quickly. This is the last agent of the Lord of Blades in the area, though neither Elaydren nor the PCs know this. (The Lord of Blades and his agents return to hound the PCs in a future adventure.) Even so, Elaydren knows that others are on her trail, and if her mission is to be successful, the adventurers must depart immediately. Read:

"More of these assassins may show up at any moment. All the information you need is in the left pocket of the backpack. Take it and go! Get out of the city as quickly as you can!"

Elaydren does not wait for the adventurers to come to a decision. She grabs a weapon from one of the fallen attackers and darts into the street, disappearing into the nearest alleyway.

IN THE BAG

At some point, the PCs examine the backpack they received from Elaydren. The bag feels as if it is almost empty, but the character who opens it is in for a surprise. The backpack is a *Heward's handy haversack*, loaded with gear. The backpack contains the following items.

Center Pocket

- 80 arrows
- 80 bolts
- 50 feet of silk rope
- 1 bedroll per party member
- 1 waterskin per party member, filled
- 3 days trail rations per party member

Right Pocket

- 1 *everbright lantern*
- 1 flint and steel
- 1 healer's kit
- 5 torches
- 3 sacks

Left Pocket

- Letter from Lady Elaydren
- 3 vials of holy water
- 3 *potions of cure light wounds*
- A tiny rod of blue metal, three inches in length, with a sapphire embedded at one end
- 1 pouch containing 150 pp
- 1 casket containing 500 gp
- A letter of credit for House Orien and House Lyrandar to cover passage to Rhukaan Draal, depending on which route the adventurers decide to take

The most important object in the haversack is the letter from Lady Elaydren (see the illustration on the facing page). The blue rod is a *keycharm* tied to Whitehearth, which the PCs need in Part Five of this adventure.

RESEARCH

The PCs might want to do a little checking before they rush off to Darguun and the Mournland. Characters who make at least two DC 20 Gather Information checks or DC 15 Knowledge (nobility and royalty) checks can obtain facts that back up parts of Elaydren's story. The PCs can confirm that the leaders of House Cannith died in the Cyre disaster, and that now the family is divided into three segments, each under the authority of a different scion.

A few inquiries with any arcane scholar confirm that House Cannith fabricators make use of creation patterns in their work, but most patterns are designed to help speed the production of mundane items and minor magic items. Some examples of more powerful patterns exist, such as the one used in conjunction with the creation forges to create the warforged, but such examples are rare and extremely costly.

The PCs can ask around and determine that there are three ways to get to Darguun relatively quickly: by air, by sea, or by lightning rail and trade caravan.

The first possibility turns out not to be an option; no airship privateers are currently operating in Sharn, and House Lyrandar airships don't make regular runs to the goblin nation.

A House Lyrandar galleon, on the other hand, regularly travels from Sharn to Rhukaan Draal. The water vessel follows the southern coast of the continent before turning inland and traveling up the Ghaal River to the goblinoid city.

House Orien offers a land route to Rhukaan Draal. It requires the PCs to travel by lightning rail to Sterngate, and then to complete the journey through Marguul Pass along the Orien trade road with the next caravan heading east.

Inquiries into the whereabouts of Lady Elaydren meet with no success. She seems to have disappeared.

If the PCs aren't on the road by the following day, they begin to notice that they are being watched. Forces loyal to the Order of the Emerald Claw are beginning to gather around them, and Sharn is becoming an increasingly dangerous place for them to stay.

When the adventurers are ready, go on to Part Two.

Part Two: Darguun

The trip to Darguun takes some time. Traveling by House Lyrandar elemental galleon provides the fastest voyage, a little more than four days. The land route isn't nearly as fast. The trip via lightning rail to Sterngate can be accomplished in under three days, but the overland trip through Marguul Pass takes an Orien caravan almost twelve days to complete.

Once the PCs reach the city of Rhukaan Draal, they find directions to Rose Quarry, where they can begin looking for clues to the location of the Cannith facility of Whitehearth.

Sea Travel Encounter (EL 3)

The House Lyrandar galleon leaves from the ports at the base of the Sharn cliffs. It travels from the Hilt into the Straits of Shargon, staying close to the southern coast as it moves from Brelish to Zilargo waters and eventually turns north into Kraken Bay. From there, the elemental-powered vessel enters the Ghaal River for the final leg of the journey to Rhukaan Draal.

The half-elf crew operates the ship and tends to the passengers on board. In addition to the adventurers, a dozen traders, travelers, and diplomats are aboard for the trip. Many will disembark when the ship stops briefly in Korranberg, but a handful are scheduled to go all the way to the goblinoid nation's capital. Cargo and trade goods, however, occupy the bulk of space aboard the vessel.

On the third evening of the voyage, after the galleon has entered Kraken Bay, the ship encounters an undead menace called forth by an agent of the Order of the Emerald Claw. This event occurs late in the evening, well after most of the crew and passengers have retired. Read:

The night is warm and quiet, and the trio of moons in the sky reflects ghostly light onto the water.

Any adventurers who are awake when this encounter starts can make checks to notice what's happening. The type of check required depends on where they are aboard the vessel: in their cabin or on deck.

If a PC is inside the large cabin the party shares, he or she can make a DC 20 Listen check. If the check succeeds, the PC hears a strange scratching noise that sounds like something hard scraping across the hull.

If a PC is on deck, he or she can make either a DC 15 Listen check or a DC 20 Spot check. If the Listen check succeeds, the PC hears the same strange scratching noise, although the sound is clearer. It sounds like something covered with hard protrusions is climbing out of the water and up the side of the ship. If the Spot check succeeds, the PC notices that the evening fog is growing thicker just as he or she spots a skeletal hand reach over to grip the rail.

Anyone who is resting or asleep doesn't get to make a check.

PCs who succeed get to act in the surprise round of the encounter.

Creatures: A necromancer loyal to the Order of the Emerald Claw has set a squad of eight human skeletons against the PCs. They give no quarter and ask for none in return. Due to the fog, most of the galleon's crew must stay at their posts. However, the ship's captain orders four crew members to assist the adventurers in defending the vessel. They join the fray in the second regular round of combat.

Human Skeletons (8): hp 6 each; *Monster Manual* page 226.

Half-Elf Crew Members (4): hp 4 each; AC 14 (Dex, studded leather), touch 11, flat-footed 13; Base Atk +2 melee (1d6/19–20, short sword).

Tactics: The skeletons use the cover of night and the fog to surprise the crew and passengers. The skeletons and any PCs who succeeded on Listen or Spot checks get to act in the surprise round, which starts with the skeletons climbing over the rail and onto the galleon's deck.

Before this happens, determine where each of the PCs are on the ship. The galleon is a 40-foot-wide by 60-foot-long vessel with a curved bow and stern. Cargo and cabin space fill the middle of the ship, leaving a 10-foot-wide open deck around the outside of the ship. The skeletons act in pairs, two of them attacking from each side of the vessel.

Development: The necromancer stays around long enough to set his trap in motion. Then he disappears into the wild country of southern Darguun. The PCs have no chance to catch up with him, and he won't really bother them again. His role in this adventure is to set this trap and move on to his next assignment for the Order of the Emerald Claw.

If the PCs successfully defend the galleon, the captain offers them a reward. In addition to the thanks of House Lyrandar (in the form of a written commendation), he provides the PCs with 50 gp each for protecting the ship, its cargo, and its passengers.

Land Travel Encounter (EL 2)

House Orien's lightning rail travels north and east out of Sharn, making stops at Wroat and Starilaskur before turning south to the PCs' destination, Sterngate. This trip takes just under three days to accomplish. Nothing out of the ordinary occurs during the lightning rail journey.

In Sterngate, the PCs must meet up with an Orien caravan that will take them through Marguul Pass and into Darguun. The caravan boss takes the PCs aside before the journey begins. Read:

"Glad to have adventurers such as yourselves along for this trip," the caravan boss says, slapping one of you on the back. "The mountain clans have been acting up lately, and we could use your steel and muscle to

make sure all of us make it to Rhukaan Draal in one piece. To show my appreciation, I'll give you twenty-five gold apiece when we safely make it to the goblin city."

The trip through the pass and the subsequent trek to Rhukaan Draal takes almost twelve days. The first two days pass uneventfully. Starting on the third day, PCs can make DC 20 Spot checks each day to see if they notice the signs that a large number of creatures are shadowing their trail. On the sixth day, the DC drops to 15.

The attack occurs on the seventh day. A larger force than the one presented here is actually attacking the entire caravan. The numbers provided in this encounter represent the portion of the goblin forces that come into contact with the PCs.

Creatures: A Marguul war party has been tracking the caravan since the third day after it entered the pass. On the seventh day, the war party decides to attack. The PCs must deal with a bugbear and the three goblins that he commands.

Bugbear: hp 16; *Monster Manual* page 29.

Goblins (3): hp 5 each; *Monster Manual* page 133.

Tactics: The attacking goblinoids ambush the caravan from the rocks and cliffs that form the walls of the pass. Any PC who makes a DC 15 Spot check notices the hiding goblinoids and can act in the surprise round.

In the surprise round, the goblinoids hurl their javelins. For the PCs, this means that they are targeted by four javelins. In the first regular round of combat, the bugbear and his goblin warriors charge to engage the PCs in melee combat.

Development: If the PCs defeat the bugbear and three goblins that attack their location within the caravan, assume that the rest of the caravan's defenders have been equally successful. The Marguul war party breaks ranks and flees back into the mountains. The caravan makes the rest of the journey to Rhukaan Draal without further incident.

The Bloody Market (EL 4)

Whether they arrive by sea or by land, eventually the adventurers reach the city of Rhukaan Draal. Read:

It is mid-morning when you finally arrive in Rhukaan Draal. The goblinoid city was built around what was once a Cyran frontier town, and today it has grown into a sprawling goblinoid metropolis. The city appears as a crazy architectural tapestry; mud and timber huts surround ancient structures of stone and brick, interspersed with canvas tents and pavilions. Most of the roads are bare earth, and few of the wonders or conveniences of Sharn are evident here. Within this ramshackle city, a single building dominates the skyline—an enormous tower of red stone that rises up from the very center of the city. This is Khaar Mbar'ost, the court of the Lhesh Haruuc, the hobgoblin king.

Finding the Bloody Market is simple enough. While most of the inhabitants have an unfriendly attitude toward strangers, any merchant can provide directions to the vast marketplace. The Bloody Market takes its name from the violent haggling that commonly occurs among the goblinoids, although guards defend merchants if blood is actually shed. (The *merchants*, mind you—the customers are on their own.) An ocean of tents and milling goblins fills the marketplace. The goods are not of the highest quality, but almost anything can be found here, including poisons and other goods usually outlawed in more civilized nations.

While finding the market is a simple task, locating the mysterious Failin is considerably more difficult. The PCs can try a number of approaches.

Asking or Offering Bribes: Most of the people in Rhukaan Draal, including the merchants, are unfriendly. Simple requests and even bribery don't work; people gladly take the party's gold and send the characters off on wild goose chases.

Gather Information: A successful DC 18 Gather Information check leads the adventurers to the tavern where Failin does business, a place called the Clenched Fist. It also provides some details about Failin himself.

Failin of House Orien was disowned years ago for unknown reasons. (It was for participating in a smuggling ring, although this isn't common knowledge.) He makes his living exploring ruins throughout Darguun and selling relics (or imitations of said relics) to his contacts back in central Khorvaire.

Failin's most prized possession, an elemental-powered land cart, helps his archeological endeavors. When relic hunting doesn't pay the bills, he ferries visitors throughout the northern portion of the nation for a premium fee.

Diplomacy: A successful DC 25 Diplomacy check can convince a local goblin to help the PCs find Failin.

Intimidate: A successful Intimidate check against a local goblin (with the target receiving a +2 bonus on its modified level check) provides the same information as a successful Diplomacy check. However, after Failin has been located, the now-hostile goblin that was intimidated convinces a pair of bugbears to beat up the offending PC.

Creatures: The market is full of goblinoids of all types, along with some humans and members of the other common races. If the PCs cause too much trouble, they must deal with market guards in the form of a patrol of two hobgoblins and a bugbear. Engaging the guards in battle is a bad idea; the guards call for reinforcements, and an identical patrol arrives every fourth round of combat.

Bugbear: hp 16; *Monster Manual* page 29.

Hobgoblins (2): Male warrior 2; CR 1; Medium humanoid (goblinoid); HD 2d8+2; hp 10, 11; Init +2; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +2; Grp +4; Atk +3 melee (1d8+1/19–20, longsword); Full Atk +3 melee (1d8+1/19–20, longsword); SA —; SQ —; AL N; SV Fort +4, Ref +2, Will –1; Str 13, Dex 14, Con 13, Int 10, Wis 9, Cha 8.

Skills and Feats: Hide +4, Intimidate +4, Move Silently +6; Power Attack.

Languages: Common, Goblin.

Possessions: Studded leather armor, light wooden shield, longsword, pouch containing 2d4 cp and 2d6 sp.

Ad Hoc Experience Award: If the PCs locate Failin without inciting violence, they receive 100 XP each.

THE CLENCHED FIST

The search for Failin eventually leads the adventurers to the Clenched Fist, a tavern located a block or so from the Bloody Market. Read:

The placard above the door displays a mummified ogre's hand clenched tightly in a fist and nailed in place. This rundown tavern appears to cater to humans and members of the other common races.

If the PCs ask a patron (or perhaps the barkeep) about Failin, they are directed toward a corner table in the rear of the room where a man sits alone. This is Failin, a gangly human with a shock of unruly red hair and bright blue eyes in sunken sockets. His lined and weathered skin contrasts with his clean and well-tailored clothing. He does not appear to be short of gold. He watches the PCs curiously as they approach, but does not speak.

Failin waits for the adventurers to say what they want. He says little, but when he does speak he talks in rapid-fire bursts. If the PCs explain that they want to get to Rose Quarry, read:

"Rose Quarry? Very far away. Near the border. Near the gray mist. Mining town. I can take you. Yes. But it will cost you. Sixty gold each, forty up front. You bring your own supplies."

A character can lower the price by making a DC 20 Diplomacy check. For every point of the check result higher than 19, the price goes down by 2 gp. If one of the PCs has a strong connection to House Orien (the Least Dragonmark feat or the Favored in House feat, for example), he or she can call on Failin's old loyalties by making a favor check. On a result of 15 or higher, Failin agrees to ferry the party at no charge. On a result of 10 to 14, he cuts the price in half. If the result is less than 10, the request brings back bad memories and Failin angrily doubles his fee.

Failin (formerly of House Orien): Male human expert 4/rogue 1; CR 3; Medium humanoid; HD 5d6; hp 18; Init +7; Spd 30 ft.; AC 13, touch 13, flat-footed 10; Base Atk +3; Grp +2; Atk +2 melee (1d4–1/19–20,

The Bloody Market in Rhukaan Draal

dagger); Full Atk +2 melee (1d4–1/19–20, dagger); SA sneak attack +1d6; SQ *dimension leap* 1/day, trapfinding; AL N; SV Fort +1, Ref +8, Will +5; Str 9, Dex 16, Con 10, Int 11, Wis 12, Cha 11.

Skills and Feats: Appraise +2, Diplomacy +8, Gather Information +2, Knowledge (arcana) +7, Knowledge (geography) +7, Knowledge (local) +8, Knowledge (nobility and royalty) +7, Sense Motive +9, Sleight of Hand +4; Improved Initiative, Least Dragonmark (Orien), Lightning Reflexes.

Languages: Common, Gnome, Goblin.

Possessions: Dagger, elemental-powered cart, explorer's outfit, sunrod, pouch containing 15 sp, 10 gp, and 5 pp.

Bugbear Brawl (EL 4)

Once the party has settled on a price, Failin eagerly pushes them to get moving. The PCs aren't the only ones trying to find Failin, however. When the details are settled, Failin rises and gestures for the party to follow him. Read:

"Let's go, let's go," Failin says, leaping up from the table and gesturing toward the door. "Follow me, quickly! My land cart is hidden nearby."

On their way to the land cart, Failin and the PCs are interrupted when two bugbears step out of the shadows and confront Failin. Read:

"Failin, you cheat us!" growls one of the bugbears as both of them raise their morningstars to threatening positions.

Creatures: These two bugbears are intent on retaliating against Failin for some past grievance or transgression.

Bugbears (2): hp 16 each; *Monster Manual* page 29.

Tactics: The bugbears both target Failin with their first attacks. In subsequent rounds, they contend with whoever seems to pose the greatest threat.

As Failin's first action, he uses *dimension leap* to retreat to a nearby alley. If the PCs want to get to Rose Quarry, they need to deal with the bugbears in Failin's stead; otherwise, Failin refuses to leave his hiding place.

If a bugbear is reduced to 3 hit points or less, he attempts to flee.

Development: The bugbears think Failin cheated them in their last business transaction. Once they are defeated or driven off, Failin emerges to continue his dealings with the PCs.

The adventurers may have just saved his life, but Failin still charges them for his services. He believes that it is in the PCs' best interest to protect him from harm. However, if one of the PCs helps to heal his injuries, he waives that character's portion of the fee. Despite his tough negotiating position, it is clear that he appreciates what the party has done, and this gratitude keeps him from abandoning the PCs later in this adventure.

If the PCs wish to purchase supplies, they can make use of the Bloody Market. Otherwise, it's time to head for the border.

The Elemental-Powered Land Cart

Failin owns and operates an elemental-powered land cart. It was one of the last things he acquired as a member of House Orien before the patriarch disowned him and stripped him of his name.

The land cart, a large covered wagon with a forward bench and four wheels, can hold a sizable amount of cargo or up to eight passengers in the rear compartment. A Khyber dragonshard, mounted at the front, binds an earth elemental to the wagon, which has the side effect of making the wagon look as though it is decorated with stones, gems, and crystalline protrusions.

As long as the land cart touches the ground, the bound earth elemental can propel the vehicle at a speed of 15 miles per hour. Rough ground or natural obstacles mean nothing to the land cart—the earth elemental allows the vehicle to traverse such terrain as though it were traveling across smooth, level ground. The wheels actually partially merge with the earth as the cart travels, sharing the elemental's natural earth glide ability.

When Failin and the PCs approach the land cart's hiding place, read:

Failin leads you to a large stone outcropping in a secluded area not far from the Bloody Market. He rolls up his right sleeve to expose a dragonmark, touches the birthmark to the stone, and mutters a strange word. He steps back as the stone rumbles, and a strange covered wagon emerges from the rock wall. The four-wheeled vehicle has a canvas cover that encloses a large rear compartment, while an open bay at the front features a bench and foot well. The wagon appears to be made of wood, but an undulating pattern of constantly shifting rock, gem, and crystalline structures seem to overlay the wagon's wooden frame.

"My land cart," Failin says in a quick burst. "Earth elemental powered. Get in. Time's short. Long road ahead."

Any PC with the Knowledge (nobility and royalty) or Knowledge (arcana) skill can make a check to see what he or she knows about Failin's dragonmark. A DC 15 Knowledge (nobility and royalty) check reveals that the dragonmark is indeed an Orien mark. A DC 15 Knowledge (arcana) check reveals that the mark is a least dragonmark of Passage. Anyone who speaks or understands the Draconic language knows that Failin said the word "travel" in the ancient tongue—obviously a command word used in conjunction with his dragonmark to call forth the elemental-powered land cart.

Part Three: Rose Quarry

Rose Quarry was once a Cyran frontier town. Now it lies within Darguun, north of the ruins of Lyrenton, off the Orien trade road and within sight of the wall of dead-gray mist that separates Darguun from the Mournland. Failin's elemental-powered land cart can make the trip from Rhukaan Draal to Rose Quarry in about three and a half days.

Failin fits the land cart with various banners of safe passage. Then the trip to Rose Quarry begins. Read:

The elemental bound to the land cart rumbles with a sound like Eberron itself stirring from an ancient sleep. The wheels slide partially into the earth itself, and then the land cart slides along without regard to broken ground or other natural obstacles.

The trip to Rose Quarry can be as uneventful or dangerous as you want to make it. The PCs can spend the time recuperating and preparing for their next challenges, or you can throw hostile goblins or wild and dangerous creatures from the wilderness at them. (If the characters are ambushed or drawn into combat while traveling in the land cart, consider the cart to have a speed of 90 feet for the purpose of resolving a combat encounter.)

Failin can tell them what he knows about Rose Quarry if the PCs ask questions. Read:

"The village of Rose Quarry belonged to Cyre before the war," Failin says. "Now it lies within Darguul territory. Originally, House Cannith prospectors established the village when they found a massive vein of red marble. Cannith brought in dwarves from the Mror Holds to mine and excavate the marble. Anywhere you see Cannith architecture, you may find Rose marble—Sharn, Flamekeep, Korth, even Rhukaan Draal—half the red stone in Khorvaire probably comes from the quarry."

If the PCs want to ask questions, play out the conversation. Failin has little information to add. As a House Cannith outpost, the village was primarily occupied by immigrant dwarves, House Cannith retainers, and a handful of Cyran laborers. Since the quarry was seen as the property of House Cannith, it was largely left alone during the war. The Darguuls have laid claim to all territory extending to the Mournland, but they haven't made any concentrated effort to settle the village.

Arrival

Twilight descends on Darguun as the land cart closes on Rose Quarry. The wall of dead-gray mist that forms the border of the Mournland can be seen in the distance. The sight seems to make Failin nervous and sad at the same time. As the land cart crests a small rise in the land, read:

"Were you expecting company?" Failin asks. A vast plateau, bounded to the west by a narrow canyon, stretches before you. The quarry extends for at least a mile, and the nearby village spreads across the plateau—at least, what's left of it. Anything made of wood has been burned to cinders, leaving a handful of stone facades, rock foundations, and chimneys behind. Though warm weather surrounds you, the village appears covered in a layer of ice that glitters in the light of the rising moons.

You also notice another source of light. In the southern part of the village, a fire glows in a large pit, which is surrounded by four large tents. Figures move around this makeshift campsite.

Have each character make a Spot check. Use the following information to determine what they can see, based on each PC's check result. Characters without low-light vision receive a –4 penalty on the check.

Spot Check Result 14 or Lower: A character with this result sees what was described in the read-aloud text—a campfire, four tents, and a number of figures moving around the camp.

Spot Check Result 15–19: A character with this result notices sixteen horses, two covered wagons, and seven human-shaped figures. The human shapes appear to be wearing helmets and chainmail armor, judging by how the firelight reflects off their gear. None of the figures appears to be maintaining a watch.

Spot Check Result 20 or Higher: An extremely observant character notices that the helmets have a distinctive half-faceplate design. A character with this result also notices two skeletons standing in the shadows by one of the tents, as though on guard duty.

Listen Check: Characters who make a successful DC 12 Listen check hear a periodic ringing sound, like that of a pick striking stone or ice. This sound seems to be coming from the north end of the village, but nothing related to the noise can be seen.

Rose Quarry Village Encounters

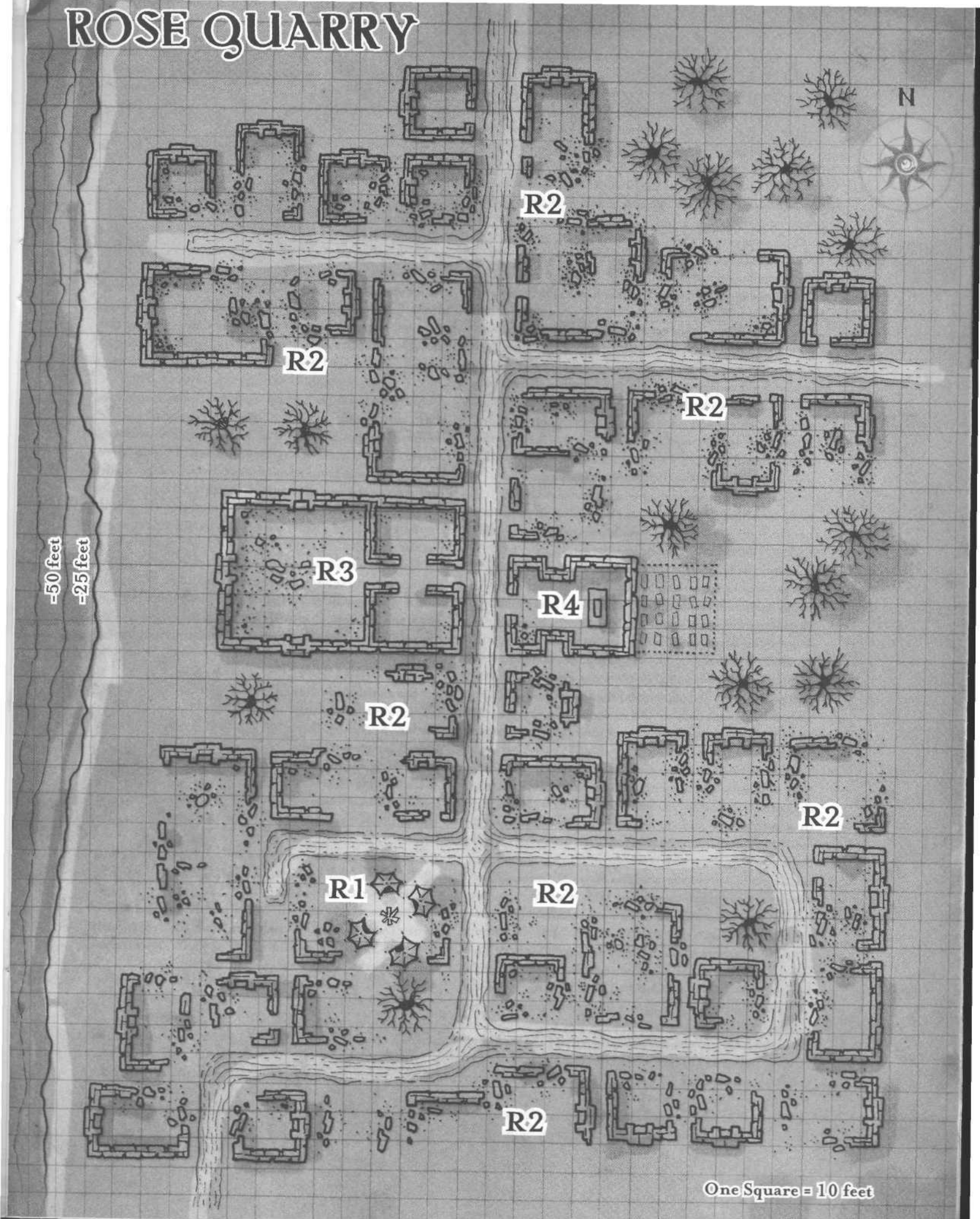
The numbers given for the following encounters refer to the map of Rose Quarry. Use the map on page 13 when running these encounters.

Failin won't risk his land cart or his life for the adventurers. He insists on waiting behind the rise for the PCs to finish their work. He promises to wait for them, and will keep his word for an entire day before he decides that they aren't coming back and he's free to return to Rhukaan Draal.

Rose Quarry Map Key

Here's a quick overview of the locations in this part of the adventure. The encounters are described in more detail later in this section. The PCs approach Rose Quarry from the south.

R1. Emerald Claw Camp: This is the first thing the PCs see. The PCs are better off avoiding the order's soldiers than facing them in direct combat.


ROSE QUARRY
N
R1
R2
R2
R2
R2
R3
R4
R2
R2
R2
R2
R2
-50 feet
-25 feet
One Square = 10 feet

R2. Molten Glass Ruins: These locations, scattered throughout the village, feature a new undead menace.

R3. Cannith Refinery: This place was once used to process the red marble excavated in this area. The PCs must defeat Emerald Claw soldiers within this site to gain access to the location of Whitehearth.

R4. Ruined Church: In this location, the PCs meet the villainous changeling Garrow and have an opportunity to claim a wondrous item.

R1. EMERALD CLAW CAMP (EL 8)

The camp sits on a relatively flat piece of ground in the southwestern portion of the ruined village. The partially intact walls of a collapsed building provide some cover and protection along the camp's southern edge.

Nine soldiers of the Order of the Emerald Claw occupy the camp, sharing space in the four tents set up around the fire pit. A cleric, a necromancer, and four skeletons are also on hand to guard the camp.

The PCs should get the impression that they are better off avoiding a confrontation with this large group of opponents. If they attract the full attention of the camp, they likely will suffer heavy casualties.

Other features of the camp are described below.

Light: A large fire blazes in the center of the camp (bright light for 30 feet), while moonlight provides shadowy illumination to the area beyond.

Sound: A successful DC 16 Listen check allows a character to hear prayers being said somewhere in the camp. Anyone who hears the prayers can make a DC 15 Knowledge (religion) check to identify the chanting as a rite of the Blood of Vol.

Reaction: If anyone in the camp hears suspicious noises, three soldiers and two skeletons are sent to investigate. If anyone in the camp spots the PCs, the cleric, five soldiers, and four skeletons are sent to pursue the intruders, while the remaining soldiers provide ranged weapon support.

The Situation: The Order of the Emerald Claw arrived at Rose Quarry three days ago. Since then, the soldiers of the order have been excavating the village in search of clues to the location of the Whitehearth facility. A direct confrontation with the order's soldiers could prove disastrous. After a few days without incident, however, the soldiers have become careless about watching for intruders. Clever characters can sneak past the camp before anyone within can raise an alarm.

Any character who comes within 50 feet of the camp must make a Hide check (opposed by two Spot checks, no modifiers) to avoid being noticed. Anyone moving within 50 feet of the camp must make a Move Silently check (opposed by two Listen checks, no modifiers) to avoid being heard. If the soldiers hear a sound, they send a patrol to investigate. If the adventurers are seen, a larger force attempts to eliminate them.

If the PCs wait for 5 hours, five of the soldiers go to sleep. After this, the soldiers in the camp collectively get one Spot and one Listen check to notice intruders. Sleeping soldiers are awakened by any commotion and hurry to help deal with intruders, but they have no time to don their armor.

As long as characters stay more than 50 feet away from the camp and extinguish any light sources, they can pass by undetected.

If any characters do get within 50 feet of the camp and remain undetected, they get to see a few more details. Read:

From this spot, you get a clearer view of the camp. Six humans are gathered around the fire, and four skeletons armed with scythes stand in silent vigil nearby. The humans wear tabards emblazoned with a green claw over chainmail. Northwest of the fire, in a clearing between two tents, a man in banded mail clutches an ornate dagger and appears to be chanting or praying.

A charismatic character might approach the camp and try to talk to the soldiers, though the presence of the skeletons suggests that this is a bad idea. The soldiers expect competition from House Cannith, and they are vaguely aware of the adventurers' role in Lady Elaydren's schemes. Even if a PC has a plan that prevents the soldiers from attacking immediately, all of the Emerald Claw agents have a hostile attitude toward the adventurers.

Creatures: The camp contains nine Emerald Claw soldiers, four skeletons, a cleric named Keltis Doran, and a necromancer called Mallora. Depending on when the PCs approach the camp, as many as five of the soldiers could be in the tents, sleeping and out of their armor.

Emerald Claw Soldiers (9): Human warrior 2; CR 1; Medium humanoid; HD 2d8+5; hp 14 each; Init +0; Spd 20 ft. (base 30 ft.); AC 17, touch 10, flat-footed 17; Base Atk +2; Grp +3; Atk +3 melee (1d8+1, flail) or +2 ranged (1d8/19–20, light crossbow); Full Atk +3 melee (1d8+1, flail) or +2 ranged (1d8/19–20, light crossbow); SA —; SQ —; AL LE; SV Fort +4, Ref +0, Will +0; Str 13, Dex 11, Con 12 , Int 9, Wis 10, Cha 8.

Skills and Feats: Intimidate +3, Knowledge (religion) +0, Ride +4; Power Attack, Toughness.

Languages: Common.

Possessions: Chainmail, heavy wooden shield, flail, light crossbow with 20 bolts, sunrod, tabard, pouch with 2d6 silver pieces and 1d8 gold pieces, identification papers (two sets, one false).

Keltis Doran: Male human cleric 2 (Blood of Vol); CR 2; Medium humanoid; HD 2d8+2; hp 16; Init –1; Spd 20 ft. (base 30 ft.); AC 17, touch 10, flat-footed 16; Base Atk +1; Grp +3; Atk +4 melee (1d8+2, masterwork morningstar) or +0 ranged; Full Atk +4 melee (1d8+2, masterwork morningstar) or +0 ranged; SA rebuke undead 4/day (+1, 2d6+3, 2nd); SQ *mage hand* at will; AL LE; SV Fort +4, Ref –1, Will +5; Str 14, Dex 8, Con 13, Int 10, Wis 15, Cha 12.

Skills and Feats: Concentration +4, Diplomacy +3, Heal +4, Knowledge (religion) +3; Extra Turning, Spell Focus (necromancy).

Languages: Common.

Possessions: Banded mail, heavy steel shield, masterwork dagger (holy symbol), masterwork morningstar, tabard, *hand of the mage, potion of cure light wounds,* vial of unholy water, pouch containing 5 sp, 8 gp, and 2 pp.

Cleric Spells Prepared (4/4): 0—*cure minor wounds* (2), *detect magic, guidance*; 1st—*bane* (DC 13), *cause fear* (DC 14), *inflict light wounds** (DC 14), *protection from good**.

*Domain spell. *Domains:* Evil (cast evil spells at +1 caster level), Necromancy (cast necromancy spells at +1 caster level).

Mallora: Female human necromancer 2; CR 2; Medium humanoid; HD 2d4+2; hp 8; Init –1; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +1; Grp +0; Atk +1 melee (1d4–1/19–20, masterwork dagger) or +3 ranged (1d8/19–20, light crossbow); Full Atk +1 melee (1d4–1/19–20, masterwork dagger) or +3 ranged (1d8/19–20, light crossbow); SA —; SQ —; AL LE; SV Fort +1, Ref +2, Will +4; Str 8, Dex 14, Con 13, Int 15, Wis 12, Cha 10.

Skills and Feats: Concentration +3, Craft (alchemy) +2, Knowledge (arcana) +2, Knowledge (the planes) +2, Spellcraft +3; Dodge, Scribe Scroll[B], Spell Focus (necromancy).

Languages: Common, Draconic, Elven.

Possessions: Masterwork dagger, *wand of magic missile* (1st level; 21 charges), *potion of cure light wounds,* pouch containing 6 sp, 2 gp, and 3 pp.

Wizard Spells Prepared (4/4): 0—*daze, detect magic, read magic, touch of fatigue* (DC 13); 1st—*cause fear* (DC 14), *mage armor, magic missile, ray of enfeeblement.*

Skeletons (4): hp 5, 6, 7, 8; *Monster Manual* page 225. The skeletons are armed with scythes instead of scimitars and shields; this gives them an AC of 13 and an attack of +1 melee (2d4+1/×4, scythe).

Vulture Zombie: CR 1/2; Small undead; HD 2d12+3; hp 16; Init +1; Spd 10 ft., fly 80 ft. (clumsy); AC 14, touch 12, flat-footed 12; Base Atk +1; Grp –2; Atk +3 melee (1d4+1, talons); Full Atk +3 melee (1d4+1, talons); SA —; SQ single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL N; SV Fort +0, Ref +1, Will +3; Str 12, Dex 13, Con —, Int —, Wis 10, Cha 1.

Feat: Toughness.

Single Action Only (Ex): A zombie can only perform a single move or attack action each round. The only way that it can move and attack is if it attempts a charge.

Tactics: In a serious conflict, the skeletons and four of the soldiers charge into melee. The remaining soldiers (notably, any unarmored warriors) provide missile support with their crossbows.

Keltis begins by casting *protection from good* on himself. In the second round he uses *cause fear,* looking first for a PC using a bow or crossbow, and failing that, targeting the primary PC melee combatant. He then charges into battle, preferably engaging a cleric of an opposing faith. He saves his *cure* spells for his own use, as opposed to healing the order's soldiers.

When she hears the call to battle, Mallora casts *mage armor* before emerging from her tent. She remains with the crossbowmen and targets enemy spellcasters with *magic missiles,* using *cause fear* against any enemy who closes to melee range. If she runs out of 1st-level spells, she retreats; in this case, she leaps upon a horse and rides north to join Garrow at location R4.

The vulture zombie waits in one of the covered wagons. The zombie is the pet of Brother Garrow and will not leave the wagon unless it is attacked.

Treasure: In addition to the goods carried by the individual soldiers, the wagons contain 1,000 crossbow bolts, 2 light crossbows, 2 morningstars, 2 scythes, assorted picks and tools, 3 vials of unholy water, 30 sunrods, a sack of 20 black onyx gems (worth 25 gp each), a chest containing three 5-pound sacks of silver dust (worth 25 gp each), and a chest containing 500 gp and 100 pp.

Development: As indicated by the encounter level, this is not a battle the PCs have much chance of winning. If they are wise, they try to avoid a conflict. If the characters plan to charge the camp, you might want to warn the players that the soldiers look extremely competent. If they attack anyway and take heavy losses, the PCs might be able to flee to the land cart and escape. The soldiers are slowed by their armor, they are suspicious of being

led into an ambush, and they refuse to venture far from the camp in the dark.

Ad Hoc Experience Award: If the PCs successfully bypass the camp without raising an alarm, they receive a 300 XP story award. In this case, discretion is the better part of valor.

R2. MOLTEN GLASS RUINS (EL 2)

These encounter areas are scattered around the village. As the PCs make their way through the village toward the distant sound of picks striking glass and stone, they notice that only the stone portions of the buildings remain. All other building materials seem to have been consumed in a terrible fire.

Another odd sight also greets them: What the PCs might have mistaken for ice from a distance is actually a thick layer of glass that appears to have been poured (while it was in a molten state) over the entire village. The glass has hardened into interesting shapes and patterns that coat the ruins. Undead creatures similar to zombies wander the ruins, and the PCs must deal with some of them each time they get close to one of the areas marked R2 on the map.

Other features of these locations are described below.

Light: Moonlight provides shadowy illumination throughout the ruined village.

Sound: A DC 10 Listen check allows a character to hear the scraping sound of glass sliding across glass as the zombies move about. The PCs can also hear the distant sounds of metal tools striking glass at regular intervals. This sound comes from location R4, but it takes a DC 18 Listen check to discern the source despite the strange echoes reverberating through the ruins.

Reaction: The strange zombies react with hostility if they see or hear the PCs.

When the PCs approach one of the areas marked R2 on the map, read:

A strange layer of glass covers much of the village. It coats the ground. It cascades from the shattered stone walls. Toward the center of the village, one or two buildings appear to be more intact than the rest of the ruins around them. Two other sights leap out at you as you look around. First, you can see the occasional forms of burned dwarves buried within the glass, their expressions twisted in fear and pain. Second, someone has been breaking the glass around some of the ruins, shattering it as though searching for something that may have been trapped within it when the glass cooled and hardened.

The Situation: The village of Rose Quarry has been buried under a 1-foot-thick layer of a glasslike substance. This material is tougher than normal glass. It has hardness 3 and 3 hit points per inch of thickness. The glass is not perfectly smooth, and it can be a precarious surface to traverse. Characters have to make a DC 10 Balance check every round in which they are in a dangerous situation (such as while fighting zombies, for example). Characters who fail this check fall prone.

The dwarves who were indoors when disaster struck were burned to death in their homes, and charred bones are all that remain of these victims. The corpses on the streets were preserved within the molten glass, their skin charred but their bodies otherwise intact.

The Emerald Claw invaders have been here for a few days, excavating the village in search of clues to the location of the Whitehearth facility. One of their first actions was to animate a few of the well-preserved dwarf corpses to use as zombie labor. The PCs encounter a pair of these creatures at each location marked R2 on the map.

The PCs can detect the approach of these ghastly zombies with a DC 10 Listen or Spot check (–1 penalty on the check for every 10 feet between the zombies and the PCs; the Spot penalty is increased to –2 if the character does not have darkvision or low-light vision).

Creatures: Pairs of dwarf glass zombies wander the ruined village. When the PCs first encounter these creatures, read:

The screeching sound of glass scraping across glass leads you to a pair of hideous figures. Dwarves who died horribly in fire and molten glass now shamble as zombies. Unlike ordinary zombies, these undead dwarves are covered in a coating of translucent glass that seems to act as an extra layer of skin. The dwarf zombies gaze at you with clear, dead eyes. Then they charge.

Dwarf Glass Zombies (2): CR 1; Medium undead; HD 2d12+10; hp 20, 23; Init –1; Spd 15 ft., can't run; AC 13, touch 9, flat-footed 13; Base Atk +1; Grp +2; Atk +2 melee (1d6+1, slam); Full Atk +2 melee (1d6+1, slam); SQ single actions only, damage reduction 5/(see text), darkvision 60 ft., glasswalking, undead traits; AL N; SV Fort +0, Ref –1, Will +3; Str 12, Dex 8, Con —, Int —, Wis 10, Cha 1.

Feat: Toughness.

Damage Reduction (Ex): The glass that has fused to the body of each zombie must be smashed with a blunt instrument before the creature can be hacked apart. Initially, a glass zombie has damage reduction 5/bludgeoning. Once the creature has taken 8 points of damage, its glass covering shatters, and it has damage reduction 5/slashing instead.

Glasswalking (Ex): The zombies can move across the glass sheet at normal speed, without having to make Balance checks, due to the layer of glass that surrounds their bodies.

Single Actions Only (Ex): A glass zombie can only perform a single move or attack action each round. The only way it can move and attack is if it attempts a charge.

Tactics: The zombies have been ordered to patrol the village and attack anyone who is not wearing the symbol of the Emerald Claw. On spotting the adventurers, they charge the nearest enemy and fight until destroyed. Note that the zombies possess darkvision and are not hampered by the shadowy illumination.

Development: If the PCs fight the glass zombies near the camp (the two R2 locations nearest the R1 location), they attract the attention of the soldiers in

the camp. Two soldiers of the Emerald Claw arrive in 1d4+1 rounds to investigate the disturbance.

R3. CANNITH REFINERY (EL 3)

One of the two more or less intact buildings at the center of the village, this large stone structure was once used by House Cannith to process the red marble drawn from the quarry. Now, two soldiers of the Order of the Emerald Claw and a glass zombie work to clear a chamber that contains a map showing the location of the Whitehearth facility.

Other features of this location are described below.

Light: Sunrods provide bright illumination within the refinery.

Sound: As the PCs approach this location, it becomes clear that it is one source of the sounds of excavation that echo throughout the ruins. A DC 13 Listen check allows the PCs to hear snippets of conversation between breaks in the chiseling and clearing. A DC 15 Listen check allows a PC to hear a glass zombie carrying a load of refuse moving from the interior of the building toward the entrance.

Reaction: On noticing intruders, the soldiers draw their weapons and attack. The glass zombie drops the load it carries and attacks upon spotting the PCs.

When the PCs approach the area marked R3 on the map, read:

This large building, constructed of walls of red marble, has the engraved symbol of an anvil and gorgon carved into the keystone above the arched doorway—the symbol of House Cannith. While the outer walls are intact, little else is left of the building. The roof, doors, and upper floors have been reduced to cinders and rubble. Light can be seen glowing from deep inside the building.

The Situation: Two Emerald Claw soldiers work inside the building, sifting through the rubble in search of a clue as to how to read the map. One glass zombie helps by carting debris from the large interior chamber and piling it in one of the two smaller chambers near the entrance. An entrance at the front of the building opens on the main village road. The walls are 30 feet high and mostly intact, though covered with a sheet of glass.

The PCs must quietly deal with the glass zombie or otherwise get past it to approach the large chamber without alerting the soldiers. (Because the floor in this area is mostly cleared of glass, Balance checks are not necessary here.) In most cases, they first encounter the glass zombie in the dark entry hall, which then alerts the soldiers to their presence. When they get a chance to see into the large chamber, read:

The large 50-foot-wide chamber has been cleared of most of the rubble and glass you've seen throughout the rest of the village. The floor emerges from the shattered glass, formed from red marble and decorated with an embossed design.

Creatures: Two Emerald Claw soldiers, one grunt and the military commander of this mission, Kaela, work in the large chamber. A dwarf glass zombie carts debris from the large chamber and deposits it in one of the smaller antechambers.

Emerald Claw Soldier: hp 14; see page 14.

Dwarf Glass Zombie: hp 20; see page 16.

Kaela: Female human fighter 2; CR 2; Medium humanoid; HD 2d10+2; hp 17; Init +2; Spd 20 ft. (base 30 ft.); AC 19, touch 12, flat-footed 17; Base Atk +2; Grp +4; Atk +6 melee (1d8+2/19–20, masterwork longsword) or +4 ranged; Full Atk +6 melee (1d8+2/19–20, masterwork longsword) or +4 ranged; SA —; SQ —; AL LE; SV Fort +4, Ref +2, Will +3; Str 15, Dex 14, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Intimidate +2, Ride +5; Combat Expertise, Iron Will, Quick Draw[B], Weapon Focus (longsword)[B].

Languages: Common.

Possessions: Chainmail, *+1 heavy steel shield*, dagger, masterwork longsword, *potion of cure light wounds*, tabard, pouch with 5 silver pieces and 12 gold pieces. Her shield bears the symbol of the Emerald Claw, which may lead to trouble if the item is claimed by a PC.

Tactics: The warrior immediately draws his weapon and attacks the party. The minions of the Emerald Claw are fanatics and cannot be reasoned with; they believe that if they die they will be reanimated to continue to serve the Order. Unless the PCs have found a way to prevent it, the soldier calls for assistance as he fights. His cries won't reach the camp, but they alert the glass zombies in the nearest area R2 (if they have not been defeated by the PCs prior to this encounter) and Garrow in area R4. The zombies immediately move to join the fight, but Garrow waits until after the characters have had a chance to study the map, then makes a properly dramatic appearance.

Unlike the Emerald Claw soldier, Kaela uses a move action to don her shield, drawing her sword as a free action. For the first three rounds of combat, she uses Combat Expertise to gain a +2 bonus to AC (with a corresponding –2 penalty on attack rolls) while she evaluates her opponents and calls for help. Given the choice, she targets characters bearing the symbol of the Silver Flame; she spent three years fighting Thrane in the Last War and harbors a grudge against the church.

Treasure: The Emerald Claw has already stripped most of the valuables from this building. A successful

DC 15 Search check allows a character to find a casket containing 50 pp and a bottle of *salve of slipperiness* (labeled "Compound 12" in Common).

Developments: Once the soldiers and the zombies have been defeated, the adventurers can examine the large chamber. Read:

The large chamber contains a few enormous blocks of rough red stone. This place was probably where the marble was shaped, polished, and prepared for shipping. Large fireplaces occupy the center of the north, south, and west walls, each made of a different type of stone: red stone for the north, white stone for the south, and black stone for the west fireplace. Six statues stand around the room, two to each side of one of the fireplaces. The floor of the chamber features a detailed map of central Khorvaire showing the nations of Aundair, Cyre, Karrnath, Thrane, and Breland. While cities, topographical features, and even major mines are shown in bas relief on the map, no text identifies the locations.

The statues depict a dragon and a lion carved from red marble, a wolf and a falcon carved from white marble, and an armored knight and a griffon carved from black marble. If the PCs examine the back of each statue's head (or make a successful DC 20 Search check), they find messages carved into the stone. The messages read as follows.

Red Dragon: "Whitehearth, White Seal, NE 9."
Red Lion: "Tallis, Black Seal, E 4."
White Wolf: "Cabblen Hall, Red Seal, SW 15."
White Falcon: "Blackhearth, Black Seal, SE 12."
Black Knight: "Kronu Hall, White Seal, N 6."
Black Griffon: "Redhearth, Red Seal, SE 7."

Interpreting the Map: The PCs must bring the following information together—the messages carved into the back of each statue's head, the House Cannith seals carved into the floor in front of each fireplace (rubble and glass must be cleared from atop the north and south seal; the west seal has already been cleared and is visible when the PCs examine the chamber), and the map carved into the floor itself.

The message on the back of each head names a hidden House Cannith research facility. The seal mentioned represents where to start to find the location on the map. Then it provides a direction to walk and how many paces to reach the spot on the map. The only place important for this adventure is Whitehearth, which a PC of Medium size can find by starting on the seal in front of the white stone fireplace and walking nine paces to the northeast. (If a Small character attempts to pace off the distance, he discovers that going nine paces to the northeast leaves him in an unmarked spot on the map—only by continuing for another nine paces will he reach the correct location.) Doing this places the character in the hills of southwestern Cyre. At this location, a character notices a faint symbol of a crossed pick and shovel. This clue reveals that Whitehearth is in a mine approximately thirty miles beyond the gray-mist border of the Mournland, directly due east of the hamlet of Olkhaan. (The messages carved into the other statues are not important for this adventure, but can be developed by the DM; unlike Whitehearth, some or all of these other locations could still be active.)

Ad Hoc Experience Award: The adventurers receive a total of 200 XP for solving the puzzle and determining the location of Whitehearth.

R4. THE RUINED CHURCH (EL 2)

The other more or less intact structure at the center of the village is a stone church dedicated to the Sovereign Host. More of the sounds of shattering rock and glass emanate from the cemetery behind this structure.

Other features of this location are described below.

Light: Moonlight provides shadowy illumination within the ruined church and in the cemetery behind it.

Sound: As the PCs approach this location, it becomes clear that it is a source of the sounds of excavation that echo throughout the ruins.

Reaction: None. No enemy waits within the church, and the zombies working in the cemetery are solely devoted to the task that Garrow has assigned them. Garrow is treated as a separate encounter (see below); he might show up in area R3 after the PCs interpret the map, he might deal with them if they approach the cemetery, or he might appear anywhere else in the village if the PCs draw enough attention to themselves.

When the PCs approach the area marked R4 on the map, read:

The structure before you appears to be a church, and you can see symbols of the Sovereign Host carved into the stone walls. The roof has fallen in, but the walls appear solid and strong. A graveyard sits behind the church, and the sounds of tools striking glass echo from that direction.

The Situation: A changeling priest named Garrrow leads the Emerald Claw expedition. (Kaela commands

Wondrous Item: Olladra's Chalice

This golden chalice has two useful functions. On command, any liquid placed within it is purified, as by the spell *purify food and drink*. Twice per day, it can be used to change 1 pint of normal water into holy water, as by a *bless water* spell. These powers can only be invoked by a cleric of the Sovereign Host.

Faint transmutation; CL 1st; Craft Wondrous Item, *bless water, purify food and drink*, creator must be a priest of the Sovereign Host; Price 1,000 gp; Weight 2 lb.

the soldiers but takes her orders from Garrow.) Frustrated by his team's inability to interpret the map room, he has decided to exhume the corpses buried in the graveyard. By using *speak with dead,* he hopes to uncover the secret of the map room. If a particular corpse can't give him that information, he plans to animate it to serve him. The noises from behind the church are the sounds of Garrow's zombies breaking glass in order to dig up the bodies.

Inside the Church: Rubble from the collapsed ceiling fills the interior of the church. The altar can be seen poking up through the debris, but rubble and a coating of glass obscure all other features of the interior area.

Treasure: A successful DC 20 Spot check or DC 15 Search check made inside the church uncovers *Olladra's chalice* (see the sidebar). The Emerald Claw soldiers discovered this item but didn't bother salvaging it, since they have no interest in a minor relic of a benevolent faith. If the PCs wish to recover the chalice, they must carefully dig it out of the glass that encases it.

The Cemetery: In the graveyard behind the church, the PCs spot two dwarf glass zombies chipping away at the sheets of glass that cover the red marble gravestones. Four of the graves have already been emptied, and the remains of four dwarves have been piled to one side waiting for Garrow's attention. If Garrow has not been encountered earlier in the adventure, he watches the zombies work from the shadows beneath a glass-coated tree (Hide check result of 18).

Dwarf Glass Zombies (2): hp 21, 22; see page 16 for details.

Tactics: The zombies have been ordered to dig, and they do not initiate contact with the adventurers. If any of the PCs attack, the zombies drop their tools and defend themselves.

BROTHER GARROW (EL 5)

The priest named Garrow commands this Emerald Claw expedition. The encounter with Garrow serves as the dramatic capstone of the PCs' exploration of Rose Quarry. The PCs can encounter Garrow in a number of different locations.

If the PCs make a significant amount of noise while exploring the Cannith refinery, Garrow shows up to investigate the disturbance after the adventurers have had time to unravel the mystery of the map room.

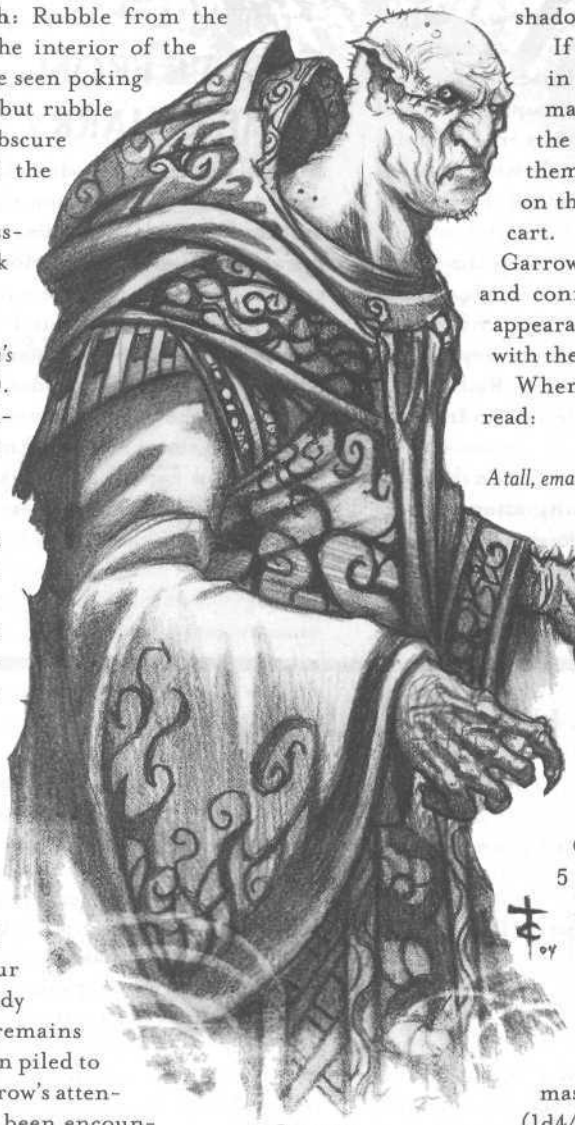
If they investigate the sounds coming from behind the ruined church, Garrow emerges from the shadows and greets them.

If the adventurers defeat the soldiers in area R3 and solve the riddle of the map room without alerting the rest of the village, Garrow crosses paths with them as they near the edge of the village on their way back to Failin and the land cart.

Garrow enjoys using his abilities to frighten and confuse opponents. He takes on the appearance of a vampire when he meets up with the adventurers.

When the PCs do encounter Garrow, read:

A tall, emaciated man, wearing a beautiful hooded robe of black silk, slides out of the shadows. He has deathly white skin, and a thick scar runs from the corner of one gleaming red eye back past a pointed ear. He smiles, flashing sharp fangs. "What have we here?" he hisses, measuring you with a casual glance of his crimson gaze.



Garrow

Garrow: Male changeling cleric 5 (Blood of Vol); CR 5; Medium humanoid (shapechanger); HD 5d8; hp 26; Init +1; Spd 30 ft.; AC 17, touch 11, flat-footed 14; Base Atk +3; Grp +3; Atk +4 melee (1d4/19–20, masterwork dagger) or +5 ranged (1d4/19–20, masterwork dagger); Full Atk +4 melee (1d4/19–20, masterwork dagger) or +5 ranged (1d4/19–20, masterwork dagger); SA death touch, rebuke undead 5/day (+2, 2d6+7, 5th); SQ changeling traits, minor change shape, +2 on saving throws against *sleep* and charm spells; AL LE; AP 3; SV Fort +4, Ref +2, Will +7; Str 10, Dex 13, Con 10, Int 14, Wis 16, Cha 14.

Skills and Feats: Bluff +3, Concentration +4, Diplomacy +7, Disguise +4 (+14 when using minor change shape), Hide +3, Knowledge (religion) +4, Sense Motive +4, Spellcraft +7; Heroic Spirit, Spell Focus (necromancy).

Languages: Common, Elven, Goblin.

Changeling Traits: Changelings have a +2 racial bonus on saving throws against sleep and charm effects.

Cleric Spells Prepared (5/5/4/3): 0—*cure minor wounds* (2), *detect magic, guidance, resistance*; 1st—*cure light wounds* (2), *obscuring mist, protection from good, ray of enfeeblement**; 2nd—*command undead** (DC 16), *inflict moderate wounds* (DC 16), *silence, undead eyes* (new spell; see sidebar); 3rd—*animate dead**, *meld into stone, speak with dead* (DC 17).

*Domain spell. *Domains:* Death (death touch once per day, damage 5d6), Necromancy (cast necromancy spells at +1 caster level).

Possessions: +1 glamered breastplate, masterwork dagger (holy symbol), *potion of invisibility.*

Tactics: Garrow prefers to mimic the form of a vampire, both as a way to frighten opponents and because he hopes to one day become a true vampire in the service of Vol. He plays the role with amazing believability, but he doesn't possess any of the abilities of a true vampire.

Garrow's frustration over failing to solve the puzzle of the map room has caused his temper to rise. Seeing the adventurers, he concludes that Cannith (through Lady Elaydren, whom the order has been keeping tabs on) sent them to recover another schema. Rather than attempting to destroy the PCs, he decides to let them escape so that he can follow them.

To accomplish this, on his first action he casts *obscuring mist.* At the first opportunity afterward, he drinks his *potion of invisibility* and then shouts, "To me, my warriors, while I feast on the intruders' blood!" His goal is to leave the party with the impression that he has shifted to gaseous form.

Any attempt to turn Garrow or to use holy water against him has no effect, since he is not actually a vampire. If he is targeted by a harmful effect, he can spend an action point to enhance his saving throw.

Development: Garrow wants the party to escape. He sends his vulture zombie from area R1 to follow the party and spy on their progress from a discreet distance.

Escape from Rose Quarry

After the encounter with Garrow, the adventurers should have the impression that they need to leave as quickly as possible. According to the map, Whitehearth lies thirty miles into the Mournland. If the PCs can convince Failin to take them in the land cart, they can reach the location in about 3-1/2 hours. It might take more gold, a DC 20 Diplomacy check, or both, to convince Failin to brave the dangers of the Mournland. Otherwise, the adventurers must travel on foot or steal some of the horses from the Emerald Claw camp. Either way, Garrow has his men make a show of chasing the PCs, but he wants them to escape and lead him to the location of Whitehearth.

New Spell: Undead Eyes

Necromancy
Level: Cleric 2, sorcerer/wizard 2
Casting Time: 1 round
Components: V, S, F
Range: Touch
Target: One mindless undead creature
Duration: 1 day/level
Saving Throw: None
Spell Resistance: No

This spell allows the caster to form a telepathic link with a mindless undead creature that the caster has first cast *control undead* upon. The telepathic link provides two benefits. First, the caster can issue telepathic commands to the target (with the normal restrictions for *control undead*). Second, the caster can form a sense-link to the target as a free action. This link allows the caster to see and hear through the senses of the undead creature.

While using the sense-link, the caster is considered stunned; he cannot take any physical actions and is only dimly aware of events going on around him.

Focus: The caster must possess a piece of the body of the undead creature he links with—a tuft of hair, a sliver of bone, a finger, or something similar. If the focus is removed from the caster, the link is broken.

Part Four: The Mournland

Cyre, once the jewel of the Galifar crown, was destroyed four years ago in a terrible and mysterious release of arcane energy. In the afterglow of the devastating effect, the Mournland was born. See pages 188–191 of the *Eberron Campaign Setting* for complete details on the Mournland.

A number of encounters are presented for use during this portion of the adventure. Only two of these actually need to occur: the Dead-Gray Mist and the Mouth of the Mine. Use the others as you see fit as the PCs make their way into the desolate region. The encounters are not keyed to a map; they are sequential events presented in the order that they should occur.

The Dead-Gray Mist

The adventurers see the wall of dead-gray mist on the eastern horizon for the entire trip from Rose Quarry toward the Mournland. As the PCs cross into the mist, read:

The wall of roiling mist rises ahead of you, appearing solid and ephemeral at the same time. Passing into the cloying mist is like entering an alien plane of existence. Light barely reflects through the shifting layers of vapor. Sounds become muffled and distant, even when produced nearby. The place has a narrow, ominous feel to it, and a feeling of isolation and growing dread builds within you as you travel deeper into the mist.

If the PCs travel on the elemental-powered land cart, they can avoid the need to make a Survival check while moving through the mist. The elemental, tied to the earth and touching the ground, can't get lost in the dead-gray mist.

If the PCs travel on foot or by horse, they must make a DC 20 Survival check upon entering the mist. (The character at the front of the party should make the check.) If the check fails, the adventurers become disoriented and travel in a random direction for 1d4 hours before regaining their bearings.

Sooner or later, depending on the manner of travel the PCs use, they emerge from the wall of dead-gray mist and enter the Mournland. Read:

The mist gives way to a desolate, barren landscape. The ground is cracked and broken, and in some places it has fused into jagged glass. Few plants grow in this region, and those that do appear to be twisted and dangerous.

Twisted Skeletons (EL 3)

After a short time in the Mournland, the PCs come across the ruins of a siege engine used in the Last War. Its shattered form is scattered over a small patch of land, and the bodies of a handful of Brelish soldiers lie among the broken pieces. When the PCs get close enough to make out significant details of the area, read:

The fallen soldiers look as though they were killed merely moments ago, though they surely died more than four years ago during the Last War. Still, their wounds appear fresh and they have not yet begun to show the slightest effects of decomposition.

Other features of this location are described below.

Light: Depending on the time of day, the Mournland is bathed in perpetual twilight or the darkness of a cloud-covered night.

Sound: The scene is silent.

Reaction: If a character approaches within 30 feet of the ruined siege engine, a group of wolf skeletons (see below) emerges from hiding and attacks.

The Situation: The dead Brelish soldiers are disturbing, but they pose no threat to the PCs. The real threat is the mutated wolf skeletons lurking in the shadows of the shattered siege engine. Any PC who makes a successful DC 15 Spot check notices the advancing skeletons and avoids being surprised. The PCs who fail the check don't get to act in the surprise round.

Creatures: Three wolf skeletons are hiding among the ruins of the siege engine. They are wolf skeletons in all respects except for the cosmetic changes wrought by the weird arcane effects of the Mournland. Now the skeletons appear twisted and deformed, and human skeleton parts have been fused to the spines of these creatures.

Wolf Skeletons (3): hp 13; *Monster Manual* page 226.

Treasure: If the PCs feel comfortable looting the bodies of the Brelish soldiers, they can recover 83 gp, 191 sp, 24 pp, and a *+1 light mace*.

Spot Check: After the PCs have defeated or moved away from the twisted wolf skeletons, a character can make a DC 18 Spot check to notice a single carrion bird circling on the horizon behind them.

Charnel Pit (EL 4)

The PCs continue their trip through the Mournland toward the Whitehearth facility when they come upon an even more terrible sight than what they encountered around the broken siege engine. They ride (or walk) into the remains of a massive battle. Most of the corpses—Brelish infantry and Cyran archers—died in a battle that took place on the Day of Mourning, four years ago. Mixed in with these older (but still fresh-looking) corpses are the victims of a more recent skirmish. Two days ago, a warband made up of Valenar elves encountered a party of Talenta halfling hunters. The two opposing bands fought among the ruins of the older battle until they were surprised by a terrible monster hiding beneath the corpses. The carcass crab emerged and struck quickly and with great ferocity. The halflings and elves defended themselves and wounded the monster, but they could not kill it. Now their bodies lie among those that fell on the Day of Mourning.

Other features of this location are described below.

Light: Depending on the time of day, the Mournland

is bathed in perpetual twilight or the darkness of a cloud-covered night.

Sound: The scene is eerily silent. No scent of death or decay is discernible in the air, despite the number of bodies scattered across the field.

Reaction: If a character approaches within 20 feet of the mound of halfling and elf bodies, the carcass crab emerges from hiding and attacks.

When the carcass crab emerges, read:

The mound of corpses and discarded weapons shifts, rising up from the ground on eight crablike legs. Four eyestalks emerge, and the giant crustacean covered with corpses shambles toward you.

The Situation: This is a deadly battle with considerable rewards. The carcass crab that lurks in this region is a young version of the monster presented in the *Eberron Campaign Setting*. It was injured in its battle with the Valenar elves and halfling hunters, and this experience has left it in an angry mood. It wants to relieve its pain by inflicting pain on others, and the PCs who wander into its path must deal with this exceptionally violent young carcass crab.

The soldiers of Cyre and Breland died on the same day of the mysterious disaster that created the Mournland. The halflings and elves fell more recently, slain by the young carcass crab hiding within this field of corpses. Anyone who makes a successful Spot check opposed by the crab's Hide check result notices the outline of the crab among the bodies and is not surprised when the creature emerges. As far as the other characters are concerned, the valley appears lifeless.

Creatures: A young carcass crab lurks beneath the mound of corpses, resting and recovering from its battle with the elves and halflings. When the crab attacks, it bursts from its hiding place, flinging bodies in all directions.

Carcass Crab: CR 4; Large magical beast; HD 6d10+18; hp 51; Init +2; Spd 30 ft.; AC 19, touch 16, flat-footed 16; Base Atk +6; Grp +14; Atk +9 melee (1d8+4, claw) or +8 ranged (1d3 plus poison, barb); Full Atk +9/+9 (1d8+4, 2 claws) or +8 ranged (1d3 plus poison, barb); Space/Reach 10 ft./10 ft.; SA bite 1d4+2 (attack bonus +4 when grabbling an opponent), poison (Fortitude DC 16, initial and secondary damage 1d3 Dex); SQ adhesive, darkvision 60 ft., low-light vision, spiny defense (a creature that hits the crab with a natural weapon or unarmed attack takes 1d4 points of piercing damage); AL N; SV Fort +8, Ref +7, Will +2; Str 18, Dex 15, Con 16, Int 4, Wis 10, Cha 9.

Skills and Feats: Hide +1 (+8 circumstance bonus on Hide checks in the Mournland), Spot +6; Point Blank Shot, Power Attack, Precise Shot.

Languages: —

Possessions: Standard treasure.

Tactics: The crab is not a subtle opponent. It is hurt and wants to hurt others. Any character who comes within 30 feet of its hiding spot becomes a target for the creature's rage. If the PCs notice the crab and attack with ranged weapons or spells, the crab emerges from its hiding place and moves toward its opponents, hurling venomous barbs at the enemy who deals the most damage. If the PCs decide to leave the area, the carcass crab won't chase them. It will, however, continue to hurl barbs as long as the PCs are within range.

Treasure: While hundreds of bodies are strewn throughout the valley, most of the soldiers were simple infantrymen equipped with mundane arms and armor. Any simple weapon can be found, along with hundreds

A mound of corpses in the Mournland

of crossbow bolts and a multitude of shields and suits of leather armor. With a dedicated search (and preferably the casting of *detect magic*), the following items may be picked out of the heap:

- Talaen Kara, *+1 Valenar double scimitar* (see sidebar)
- 1 masterwork Talenta tangat
- 1 *wand of magic missiles* (1st level)
- 1 *cloak of resistance +1*
- 3 *potions of cure moderate wounds*
- 1 *potion of invisibility*
- 1 suit of half-plate armor
- 1 flametouched iron holy symbol (Sovereign Host)
- 3 vials of antitoxin
- 1 vial of acidic fire
- 1 letter of credit with the Kundarak Banking Guild for 400 gp
- A total of 250 sp, 38 gp, and 4 pp

It takes 1d4+2 hours of searching to locate and recover these items from this killing field, and the adventurers must literally strip the bodies of fallen soldiers in some cases to recover all of this treasure.

Spot Check: After the PCs have defeated or moved away from the carcass crab, a character can make a DC 15 Spot check to notice a single carrion bird circling on the horizon behind them.

The Mouth of the Mine (EL 1/2)

Eventually, the PCs reach the location that corresponds to the spot on the map from Rose Quarry. When they reach this area, they find what appears to be an abandoned mineshaft dug into a low hill. Before they can enter the shaft and make their way into the Whitehearth facility, they must deal with Garrow's spy and pet, the vulture zombie.

Other features of this location are described below.

Light: Depending on the time of day, the Mournland is bathed in perpetual twilight or the darkness of a cloud-covered night.

Sound: The area around the mineshaft is quiet. A successful DC 20 Listen check allows a PC to hear the occasional rustle of the nearby vulture zombie's skeletal wings.

Reaction: If a character approaches the entrance to the mine, the vulture zombie attacks.

When the PCs reach this location, read:

At the base of a low hill, a timbered opening leads into a dark tunnel. At first glance, it looks like any other abandoned mineshaft. Then, with a more careful inspection of the opening, you spot the House Cannith seal emblazoned on the center crossbeam.

The Situation: This is indeed the entrance to the secret Whitehearth facility. Garrow, watching through the undead eyes of the vulture zombie perched on a nearby withered tree, experiences joy and anger at this moment. He is happy that his plan worked and that the adventurers have led him to Whitehearth, but he feels a raging anger that they might get to enter the installation before he does.

Let the PCs examine the entrance as they see fit. Other than the House Cannith seal, nothing indicates the nature or purpose of this mine. No traps or alarms are present at the entrance, and the tunnel stretches into darkness. As the PCs set up a marching order to enter the 10-foot-wide tunnel, Garrow orders his vulture zombie to attack.

If the PCs noticed the vulture following them earlier, they can each make a DC 12 Spot check. Anyone who fails the check is caught by surprise as the rotting vulture swoops down from the sky.

Creatures: Garrow controls the vulture zombie as it attacks the party.

Vulture Zombie: hp 16; see page 15.

Tactics: Garrow guides the vulture's actions, so it displays unusual cunning for a zombie. It targets a wizard or sorcerer if one is present. If not, it streaks toward a target wearing the least amount of armor. Garrow hurls it at the party knowing that it will be destroyed—he hopes to inflict as much damage as possible before that happens.

Talaen Kara, the Bold Stallion

Talaen Kara is a *+1 Valenar double scimitar* with the following characteristics: AL CG; Int 10, Wis 12, Cha 12; Empathy, 30 ft. vision and hearing; Ego score 5.

Lesser Powers: Bless 3/day, additional +1 enhancement bonus when used on horseback.

Personality: This beautiful weapon holds the essence of a proud Valenar warhorse, the lifelong companion of the ranger Valea Ildallia. When her faithful steed finally fell in battle, Valea forged this blade so her companion could continue to ride with her into battle. While the weapon is intelligent, it has the mind of a horse and only communicates with strong, pure emotions—anger, joy, suspicion, and so on.

Initially, Talaen Kara only uses its powers on behalf of an elf. A ranger of another race can win the respect of the blade by making a DC 20 wild empathy check; the ranger can attempt this check once per week.

Each of the scimitar's two blades is engraved. One bears the stylized image of a horse's head, while the second features a flowing horse's tail. When the weapon is whirled about in battle, these images seem to move and gleam with a silvery light. The handle is bound with black leather and silver wire, and bears the name of the weapon in Elven script.

Strong evocation; CL 15th; Price 4,925 gp.

Part Five: Whitehearth

The magewrights, artificers, and wizards of the Whitehearth facility were not the architects of the Mournland, and the cause of the devastation remains a mystery. House Cannith was selling magic weapons to all five of the great nations, and Whitehearth was where the house developed spells and items considered to be too dangerous or volatile to test near civilization. On the Day of Mourning, the energies that created the Mournland swept across Whitehearth. Many of the researchers and support staff were killed instantly. They were the lucky ones—others were destroyed by arcane experiments thrown out of control. Now chaos and death fill the halls of Whitehearth. House Cannith has sent a few teams to investigate the place over the intervening four years, but none have returned.

This section of *Shadows of the Last War* is a traditional dungeon crawl. The adventurers must overcome mystically altered beasts, living spells, and arcane traps while searching for the schema and information concerning the creation pattern it ties to.

Whitehearth was carved out of the stone using powerful magic. Unless otherwise noted, assume the following conditions to be true:

- Walls are smooth gray stone (hardness 8, 15 hp/inch of thickness, generally 1 foot thick between rooms), and ceilings are 8 feet high.
- Everbright lanterns once lit the workshops, but the mystical shock wave overloaded the lanterns, and now they only give off a dim radiance equivalent to shadowy illumination.
- Standard doors are made from three inches of steel (hardness 10, 90 hp, break DC 30) and sealed with arcane lock (raising the break DC to 40). These locks are tied to color-coded keycharms. When the proper charm is pressed into a socket next to the door, the portal is unlocked.
- A permanent *Mordenkainen's private sanctum* spell protects the entire complex, making it hard to locate by magical means.

Keycharm

The Rotator Rooms

Three rotator rooms separate the different sections of the Whitehearth facility. Each rotator room is a hollow steel sphere approximately 20 feet across with a single entryway. Various corridors lead to a rotator room, but the entryway only lines up with one corridor at a time.

To rotate the sphere and realign an entryway, a character must manipulate the control panel located at the center of each room. The panel features a set of color-coded sockets. If a character uses the appropriate color-coded *keycharm*, the room rotates to line up the entryway with the corridor that corresponds to the colored socket. Any corridor that leads to the rotator room has a panel set in its wall so that the sphere can be accessed from the outside.

The walls of the rotator rooms have been alchemically and magically treated to make them extremely durable (hardness 10, 1,800 hp), since these served as the primary security and safety measures employed by the facility.

Navigating the Map

The diagram on page 25 and the map on page 29 must be used together to determine how the PCs progress through the facility. The Rotator A Control Panel corresponds to the corridors that encircle the rotator room marked W2. The Rotator B Control Panel corresponds to the rotator room marked W14 and its surrounding corridors. The Rotator C Control Panel corresponds to the rotator room marked W18 and its surrounding corridors.

Rotator Room A, for example, begins in the position that allows the entryway to line up with the access shaft from area W1 (blue). If the PCs use their *blue keycharm* in the Rotator A Control Panel, the room rotates to line up with the corridor that corresponds to whichever blue socket they insert the *keycharm* into. For example, if the PCs insert the *keycharm* into the right-hand blue socket (the east position), the room rotates to the corridor that leads to room W3.

Exploring Whitehearth

The following encounters are keyed to the Whitehearth facility map. Use the map on page 29 when running these encounters.

W1. Mineshaft (EL 3)

The steep, sloping tunnel into the mine leads to a large, rough-hewn stone chamber. An opening in the far wall leads to three narrow, snaking tunnels designed to confuse and mislead intruders.

Other features are described below.

Light: This portion of the mine is completely dark.

Sound: The PCs can't hear any unusual sounds.

Reaction: Nothing animate or alive occupies this location; instead, traps protect the area and discourage further investigation.

The Situation: In each of the snaking tunnels, a circular, 4-foot-wide adamantine hatch is set into the floor. There is a simple locking mechanism at the center

of the hatch, and a small socket just to the left of the locking mechanism, coated in blue enamel. The socket is designed to fit a *blue keycharm* such as the one that Lady Elaydren placed in the *handy haversack*. If the *keycharm* is placed in the socket, the hatch unlocks without any difficulty. Otherwise, any attempt to open the hatch triggers a deadly trap.

Traps: Each hatch is rigged with a *shocking grasp* trap that activates if someone tries to open it without using the proper *keycharm*.

Shocking Grasp Trap: CR 3; magic device; touch trigger; automatic reset; spell effect (*shocking grasp*, 3rd-level wizard, 3d6 electricity damage); Search DC 26; Disable Device DC 26.

Developments: Things are not always what they seem. The hatches marked as "a" on the map are decoys. When these hatches are opened, a second *shocking grasp* trap is triggered. The hatch marked "b" opens onto a circular metal shaft with a metal ladder running down one wall. A wall of darkness, the edge of the *Mordenkainen's private sanctum* effect, conceals the bottom of the shaft. The shaft descends 30 feet, leading to area W2.

W2. ROTATOR ROOM ONE

The rotator room starts out with its entryway pointed up, granting access from the hatch in area W1.

Other features of this location are described below.

Light: A weakened *everbright lantern* provides shadowy illumination.

Sound: None.

Reaction: None; the rotator room is empty.

After the PCs descend the ladder, read:

Dim light, little more than that provided by a flickering candle, emanates from a crystalline globe embedded next to the entrance. This strange metal chamber is a perfect sphere, approximately 20 feet across. The only exit from the room appears to be the shaft you descended. An octagonal metal plate is set into a pedestal at the center of the room. This metal plate is 1 foot across and contains nine sockets—five blue enamel sockets, two green sockets, and two brown sockets.

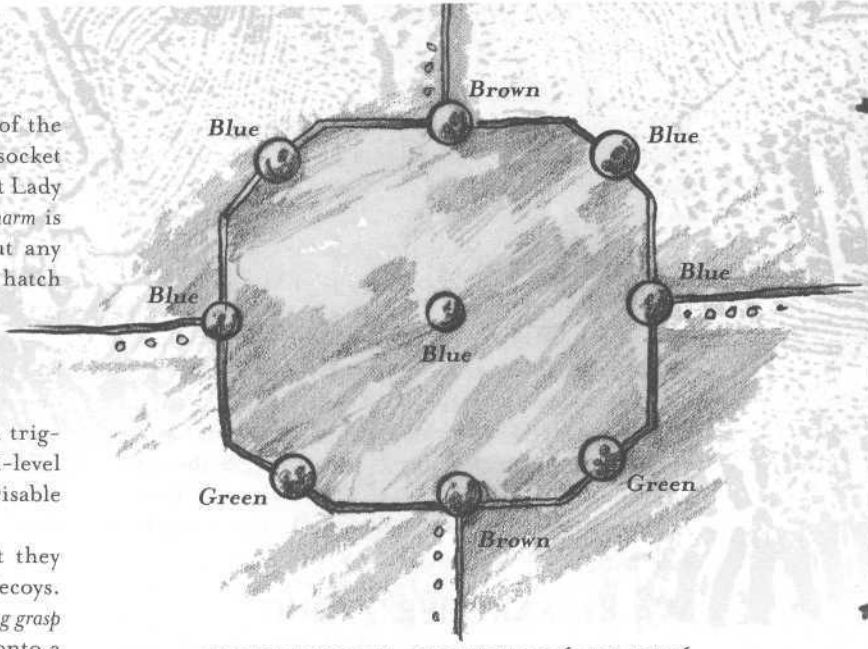
Initially, the adventurers can only access the areas that correspond to the blue sockets. The first time a character selects a blue socket and inserts the *keycharm*, read:

A powerful vibration shakes the walls of the chamber, and slowly the entire room begins to rotate. You have to move to keep from falling down, but the grooved floor helps you stay on your feet. In less than a minute the chamber has rotated, and now the entryway appears as a doorway into a corridor instead of a hatch in the ceiling.

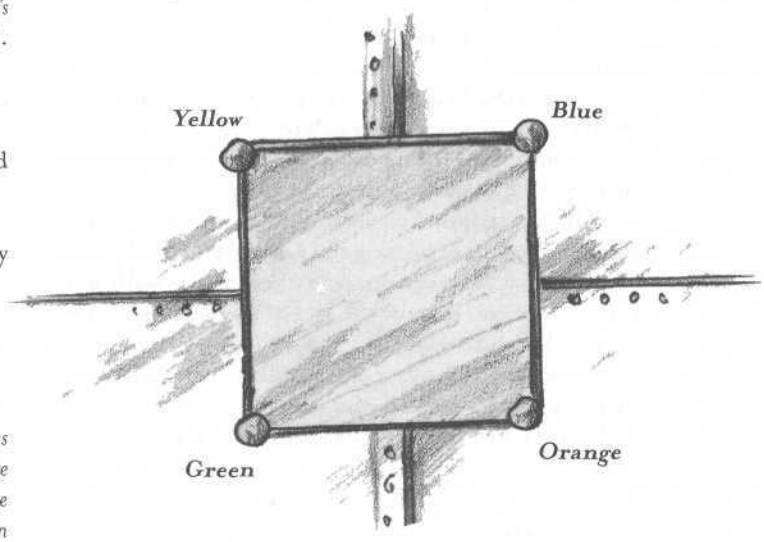
The PCs can either leave to explore the corridor, or pick a different socket and try again.

W3. LAUNDRY

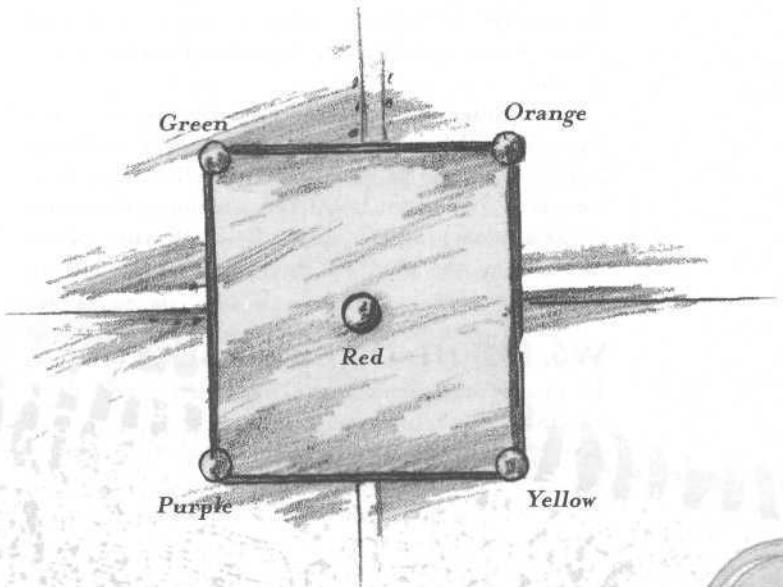
This corridor, accessed by a *blue keycharm*, leads to a laundry room. At first, it might appear to be a vast linen closet. A narrow corridor runs between four rows of floor-to-ceiling shelves, with fresh bedsheets, blankets,



ROTATOR A CONTROL PANEL



ROTATOR B CONTROL PANEL



ROTATOR C CONTROL PANEL

towels, and clothing stacked high upon them. The room is completely free of dust, and the pleasant smell of clean cloth fills the air. At the far side of the room, a large washbasin is set into the floor. If the PCs watch, a clean white tunic floats out of the basin, folds itself, and stacks itself on a shelf.

This room showcases a domestic experiment. The washbasin uses a limited form of *prestidigitation* to clean any object placed within it, and it also generates a permanent *unseen servant* to handle the chores of cleaning.

Creatures: The unseen servant ignores the party, even if it is attacked. If the servant is destroyed, the washbasin automatically manifests a new servant in 1 hour.

Unseen Servant: 6 hp (special); *Player's Handbook* page 297.

W4. RESEARCHER'S WING

This corridor, accessed by a *blue keycharm*, leads to the area where the House Cannith researchers went to rest and relax after each day's work.

Light: The weakened *everbright lanterns* provide shadowy illumination.

Sound: A DC 15 Listen check alerts a PC to the sound of crackling flames from area W5.

Reaction: The living flaming sphere attacks any intruders it notices.

The Situation: The rotator room opens on a corridor that smells of burnt wood and charred flesh. Soot and ash coat the corridor and stick to the walls and ceiling. A metal door at the end of the hall appears to have melted into slag.

When the disaster reached Whitehearth, a spell that one of the researchers was casting got out of control and turned into a living spell. The living flaming sphere burned everything it could, and happily moves to destroy the PCs once it realizes they have intruded upon its private domain.

Spot Checks: Anyone who makes a DC 12 Spot check notices a glow such as that cast by a bonfire coming from the room at the end of the hall (area W5). Anyone who makes a DC 18 Spot check also notices a number of human bones mixed in with the soot and ash that covers the floor.

Encounter: If the PCs move quietly, they can reach the rooms at the end of the hall without incident. If they don't take care to be quiet, the living flaming sphere from area W5 makes a Listen check to notice the sound of the approaching PCs. If the living flaming sphere succeeds on the check, it engages the party in the narrow corridor.

W5. BURNT-OUT BARRACKS (EL 3)

This room once served as the living quarters for those working in the Whitehearth facility. Now only hints of the tables, beds, bookshelves, and bodies stick up from among the charred remains. The raging fires of the living flaming sphere that uses this chamber as a lair have destroyed almost everything of value.

Other features of this location are described below.

Light: Four weakened *everbright lanterns* provide shadowy illumination. If the living flaming sphere is present, it provides bright illumination.

Sound: If the living flaming sphere is present, the PCs can hear crackling flame.

Reaction: The living flaming sphere moves to attack any living intruders.

Creatures: The living flaming sphere is a mass of roiling, white-hot protoplasm. While mindless, it is driven by a hunger for destruction.

Living Flaming Sphere: CR 3; Medium ooze; HD 3d10+3; hp 19; Init –1; Spd 40 ft.; AC 11, touch 11, flat-footed 11; Base Atk +2; Grp +6; Atk +3 melee (1d4+1, slam); Full Atk +3 melee (1d4+1, slam); SA burn, engulf; SQ damage reduction 10/magic, ooze traits, spell resistance 13; AL N; SV Fort +2, Ref +0, Will +0; Str 12, Dex 9, Con 12, Int —, Wis 9, Cha 12.

Burn (Su): Flammable materials such as cloth, paper, parchment, and thin wood burn if touched by a living flaming sphere. A character can extinguish burning items as a full-round action.

Engulf (Ex): To evade the living flaming sphere's engulf attack, a target must make a DC 13 Reflex save. Engulfed creatures take 2d6 points of fire damage and suffer the effects of the burn ability each round.

Tactics: The sphere attempts to engulf the nearest opponent, maintaining contact until its fire damage destroys him.

Treasure: The room's contents have been reduced to ash by the living flaming sphere.

W6. BATH

A 10-foot-long pool of cool, clear water occupies the first chamber, and a row of marble latrines is set against the walls in the far chamber. The living flaming sphere refuses to enter the bath area, so the PCs can dive into the pool or otherwise retreat to relative safety in this room. If the PCs search the far chamber, they discover a partially charred human corpse in a robe propped against the wall next to one of the latrines. As with all corpses in the Mournland, this one appears freshly killed, even though she must have died four years earlier.

Every 24 hours, the pool is magically purified and refilled. The corpse is the body of a wizard researcher.

Treasure: The corpse wears a belt pouch containing 5 sp, 3 gp, and a *brown keycharm*. She wears an arcane signet ring bearing the House Cannith seal.

W7. EMERGENCY STORES

This corridor, accessed by a *brown keycharm*, leads to a locked metal door. The lock is an average lock (Open Lock DC 25). Inside, the PCs find shelves full of dried or magically preserved food, skins full of water and wine, and a variety of mundane supplies including clothing, bed rolls, rope, and the like. There's also a box containing 2 *potions of cure moderate wounds* and 3 *potions of lesser restoration*.

W8. SUPPORT WING

This corridor, accessed by a *blue keycharm*, leads to the living area of the facility's support staff. Servants, guards, and laborers were housed in this wing.

Other features of this location are described below.

Light: Weakened *everbright lanterns* provide shadowy illumination.

Sound: Any PC who makes a successful DC 15 Listen check can hear splashing water and indistinct yaps and growls from area W10.

Reaction: If the PCs make noise or otherwise alert her to their presence, Rorsa appears in the doorway of area W9 and initiates conversation.

When the rotator room opens on this corridor, read:

A corridor of plain gray stone extends ahead of you. In the flickering light from the dim everbright lanterns embedded in the walls, you see a few trails of crusted blood running along the floor, as if someone was dragged down the corridor. At the far end of the hall you see three portals: an open archway to the left, a door propped open straight ahead, and a sealed metal door to the right.

The Situation: While members of the common races died on the Day of Mourning, other creatures were affected in different ways by the arcane storm that raged across Cyre. Two guard wolves, led by an *awakened* dire wolf named Rorsa, have claimed this wing as their own. Rorsa has learned to manipulate the *keycharms* with her teeth, and her pack has access to water and meat—in the form of corpses located throughout the facility.

The wolves have keen ears. As the PCs move down the corridor, make two Listen checks (+8 modifier for Rorsa, +6 for her wolf companions). If the wolves hear the approaching adventurers, Rorsa appears in the doorway of area W9 and hails the party. Refer to area W9 for details.

W9. SUPPORT BARRACKS (EL 4)

This room served as a barracks for the servants of Whitehearth. Fourteen bunks are spread across the room, each with a wooden chest set at its foot. A round table is set to either side of the door. The *awakened* dire wolf Rorsa leads the small wolf pack that consists of two male wolves and Rorsa. The pack has claimed this area as its den. When the PCs arrive, Rorsa is here; the two wolves are in W10.

Seven servants were in the barracks when disaster struck. In addition to these corpses refusing to decompose and rot, some arcane aftereffect keeps them in the same state they were in when they died. In this way, the wolves have been able to feast upon the flesh of the corpses for four years. While the wounds that relate to their deaths never disappear, any damage the wolves cause is repaired within 1d4 hours.

The Situation: Rorsa and the wolves (originally located in area W10) defend themselves if the PCs attack, but the *awakened* dire wolf would rather talk than fight. She hails the adventurers when she becomes aware of their presence, greeting them in Common. If the PCs behave in a civilized manner, they can share information with Rorsa. If not, Rorsa calls the wolves from area W10 and attacks.

What Rorsa Knows: Rorsa explains that she remembers very little prior to the moment four years ago when she awoke to full consciousness. All the humans who had cared for her and her kind were dead. She managed to figure out how to open the doors and operate the rotator rooms, and she and her friends moved to this wing. She admits to eating the former inhabitants of the base, but points out that they were already dead. And besides, they grow back.

Rorsa wants to hear about the outside world. In exchange, she tells the party about the living flaming sphere in the northeast (W5) and the stone wolf in the southwest (W16). Rorsa has always wanted to find a way to free the rest of the wolves from area W16, but she is frightened of the bizarre creature that guards them. Rorsa asks the adventurers to destroy the stone wolf, and in exchange she promises to give them a *green keycharm* and her *pearl of power.*

Creatures: Rorsa, an *awakened* dire wolf.

Rorsa, Awakened Dire Wolf: CR 4; Large magical beast (augmented); HD 8d10+24; hp 69; Init +3; Spd 50 ft.; AC 15, touch 12, flat-footed 12; Base Atk +8; Grp +19; Atk +13 melee (1d8+10, bite); Full Atk +13 melee (1d8+10, bite); SA trip; SQ darkvision 60 ft., low-light vision, scent; AL N; SV Fort +9, Ref +9, Will +3; Str 25, Dex 16, Con 17, Int 14, Wis 12, Cha 14.

Skills and Feats: Hide +6, Knowledge (local) +6; Listen +8, Move Silently +8, Search +6, Sense Motive +8, Spot +8, Survival +6; Alertness, Blind-fight, Combat Expertise, Run, Track.

Trip (Ex): A dire wolf that hits with a bite attack can attempt to trip its opponent (+11 check modifier) as a free action without provoking attacks of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

Possessions: Blue keycharm, green keycharm, pearl of power (1st level). All these items are mounted on fine chains, and Rorsa wears them around her neck.

Tactics: Rorsa and the wolves have no experience fighting spellcasters. They typically engage the closest target. All three try to use their trip ability to keep foes off balance. Rorsa is a cautious fighter and generally uses Combat Expertise to add 5 points to her AC.

Treasure: The chests scattered around the room are unlocked. They mostly contain artisan's outfits, artisan's tools, and other mundane items. A few of the chests belonged to guards. These contain 5 chain shirts, 3 longswords, 3 daggers, and 2 short swords. A total of 30 gp and 80 sp can be found scattered throughout the chests.

Ad Hoc Experience Award: If the PCs avoid fighting and agree to help deal with the creature in area W16, they receive an award of 600 XP.

W10. BATH (EL 1)

This double chamber is similar to area W6. It contains a pool of fresh water and a row of latrines. Rorsa's companions, two wolves, rest in here when the PCs enter this wing, occasionally taking lazy laps of water. If the PCs reach this location without alerting the wolves or Rorsa to their presence, the wolves become confused at the sight of living humans. They bark and howl to get Rorsa's attention and then attack the intruders.

If Rorsa is attacked, they immediately go to her aid. If Rorsa commands them to stop, they reluctantly do so as long as the PCs stop making hostile actions.

Wolves (2): hp 13 each; *Monster Manual* page 283.

W11. CAPTAIN OF THE GUARD (EL 2)

A locked metal door, accessed by a *brown keycharm*, leads to the richly appointed quarters of Whitehearth's captain of the guard. A large ironbound chest is set against the foot of the bed. On the right side of the room, a massive bronzewood wardrobe engraved with Elven symbols stands against the wall. In the far corner, an array of swords hangs from a rack on the wall, along with a shield bearing the House Cannith seal and a beautiful blue-enameled chain shirt.

The wooden chest is unlocked. The wardrobe is sealed with an average lock, and the bronzewood can absorb a significant amount of damage (hardness 10, 40 hp, break DC 26, Open Lock DC 25). The true treasures are sealed in a hidden compartment in the base of the wardrobe. Finding this compartment requires a DC 15 Search check.

Treasure: The weapons rack includes a masterwork greatsword, a masterwork longsword, a masterwork short sword, a heavy steel shield, and a masterwork chain shirt. The wooden chest contains an assortment of blankets and traveling clothes. The wardrobe contains boots and clothing, including a darkweave cloak. The secret compartment in the base of the wardrobe contains a purse holding 25 pp, a ring of silver and jet set with an oval-cut bloodstone (worth 100 gp), one vial of *silversheen*, two vials of *oil of magic weapon*, and a *red keycharm*.

W12. OFFICE

This corridor, accessed by a *blue keycharm*, leads to the office once used by the ranking House Cannith representative at the facility. The *everbright lantern* in this room functions properly. The room appears to be a small library or study. Two sturdy oak desks are set against the left wall. The rest of the room is filled with shelves lined with scrolls and leather-bound books. On close examination, most of these items appear to be business ledgers: They are concerned with quantities of food purchased, receipts for bulk spell components, and similar kinds of information.

The corpse of a dead female clerk is slumped over the nearer of the two desks. Anyone who makes a DC 15 Spot check notices that she has collapsed on top of an especially ornate scroll.

Treasure: The dead woman is lying on top of a scroll of *resist energy*. She is also wearing a House Cannith signet ring.

W13. DINING HALL

This corridor, accessed by a *brown keycharm*, leads to the dining hall. Four long tables are set up around the main room, and an archway on the far wall leads into a large kitchen. Ten humans—seven men and three women—died in this hall. These corpses are warm to the touch, and rigor mortis has not set in; they seem to be sleeping, but they can't be awakened.

The kitchen contains a well filled with pure water, cabinets filled with pots and pans, a wine rack with an assortment of vintages, and various other cooking utensils. A large ebony cabinet with multiple drawers and complex mithral patterns inlaid on its surface rests against one wall. Each drawer produces a particular *prestidigitation* effect, either chilling, heating, or flavoring food.

Treasure: Among the bodies, the PCs can recover 9 *blue keycharms*, 2 *brown keycharms*, 20 sp, and 10 gp.

W14. ROTATOR ROOM TWO

This chamber is similar to area W2, except the control panel has a different configuration of colored slots. See the diagram on page 25 for details.

W15. KENNEL WING

This corridor, accessed by a *green keycharm*, leads to the kennel. Normal wolves and a strange stone wolf occupy this wing of the facility.

Other features of this location are described below.

Light: Dim *everbright lanterns* provide shadowy illumination.

Sound: Any PC who makes a successful DC 13 Listen check can hear the growls and snarls of wolves coming from area W16.

Reaction: If the PCs make their presence know, the stone wolf comes to investigate.

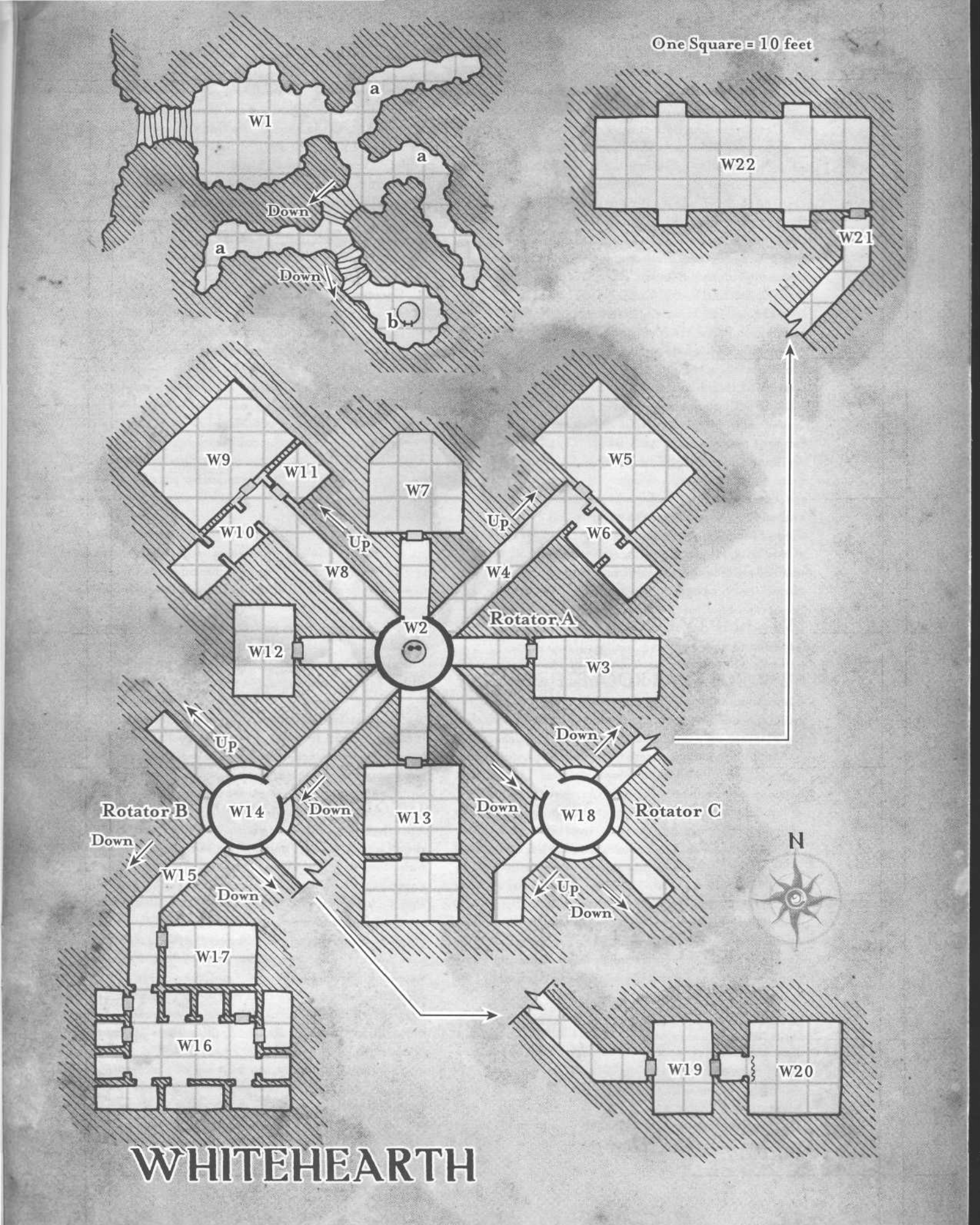
Development: If the party tries to enter area W17 before area W16, each character needs to make a Move Silently check opposed by the stone wolf's Listen check. If anyone fails this check, the stone wolf emerges from area W16 to investigate. However, it cannot open doors, so the PCs can quickly duck into W17 and close the door.

W16. KENNEL (EL 4)

Eleven steel cages line the walls of this kennel, and gray wolves occupy seven of the locked cages. Ever-filling containers within the cages keep the wolves fed and watered. When the PCs enter this chamber, or when the stone wolf reveals itself, read:

This creature has the shape of a wolf, but plates of black marble have been fused to its flesh. In addition to the stone armor that shields its flanks, its muzzle has been replaced by an elongated maw filled with row upon row of obsidian teeth.

The Situation: This stone wolf is the result of Whitehearth experiments to combine flesh and


One Square = 10 feet
W1
a
a
a
Down
Down
b
W22
W21
W9
W11
W7
W5
W10
Up
Up
W6
W8
W4
Rotator A
W2
W12
W3
Up
Down
Rotator B
W14
Down
W13
Down
W18
Rotator C
Down
W15
Down
Up
Down
N
W17
W16
W19
W20
WHITEHEARTH

construct characteristics. Now this half-golem wolf guards the kennel and attacks anyone who enters the area—wolf and human alike.

Creature: The half-stone golem wolf is consumed by an irrational hatred of all humanoid creatures; it has a hostile attitude and immediately attacks.

Half-Stone Golem Wolf: CR 4; Medium construct; HD 2d8+8; hp 17; Init +1; Spd 50 ft.; AC 22, touch 11, flat-footed 21; Base Atk +1; Grp +2; Atk +7 melee (1d6+6, bite); Full Atk +7 melee (1d6+6, bite); SA slow, trip; SQ damage reduction 5/adamantine, low-light vision, immunity to magic, scent; AL N; SV Fort +9, Ref +4, Will +1; Str 23, Dex 13, Con 19, Int 1, Wis 12, Cha 1.

Skills and Feats: Hide +2, Listen +5, Move Silently +3, Spot +5, Survival +1; Alertness, Track.

Slow (Su): This half-golem can use a *slow* effect, as the spell, as a free action once every 2 rounds. The effect has a range of 10 feet and duration of 7 rounds, requiring a DC 15 Will save to negate.

Immunity to Magic (Ex): This half-stone golem wolf is immune to any spell or spell-like ability that allows spell resistance (see page 137 of the *Monster Manual*).

Treasure: A pile of garbage includes a few odds and ends collected from the wizards and artificers who died. This pile includes an *orange keycharm*, an *essence node of blinding*, a House Cannith signet ring, and a small mithral-and-bloodstone brooch depicting a crescent moon (worth 130 gp).

W17. EMPTY ROOM

This chamber is empty.

W18. ROTATOR ROOM THREE (EL 2)

This chamber is similar to area W2, except the control panel has a different configuration of colored slots. See the diagram on page 25 for details.

Trap: If a character uses an *orange keycharm* before using a *red keycharm*, the chamber slowly rotates. The *everbright lantern* goes out and the room is plunged into darkness. When the chamber finally comes to a stop, the entrance is pointed straight down into a well. Anyone in the chamber must make a DC 7 Balance check to keep from sliding through the hole and falling into the water below.

Anyone who falls into the water takes falling damage as usual (it's a drop of 30 feet to the surface of the water), and then needs to make Swim checks to avoid drowning in the 20-foot-deep well.

Until the *red keycharm* is used to turn off the trap, only the *green keycharm* slot and the opening to the well can be accessed.

W19. ROOM OF BROKEN LIGHT (EL 2)

This corridor, accessed by a *yellow keycharm*, leads to a strange room.

Light: Bright illumination is provided by a living color spray spell.

Sound: All sound is absorbed in this room; the PCs can't hear anything—including each other.

Reaction: The living color spray attacks if the PCs attempt to cross the room.

The Situation: The sudden lack of sound and the mirrored walls and floor make this chamber a disconcerting place. A vast mass of brilliant, swirling color so bright as to be almost blinding bounces within the mirrors and then moves toward the party. The absence of sound is an illusion. It is not the same as a magical *silence* effect, and characters can cast spells with verbal components while in the room. However, anyone in the room is considered to be deafened for the duration of the stay.

Creatures: A living color spray inhabits this room.

Living Color Spray: CR 2; Large ooze; HD 3d10; hp 16; Init –1; Spd 15 ft.; AC 9, touch 9, flat-footed 9; Base Atk +2; Grp +6; Atk +3 melee (1d6 plus colorblind, slam); Full Atk +3 melee (1d6 plus colorblind, slam); SA colorblind, engulf; SQ damage reduction 5/magic, ooze traits, SR 13; AL N; SV Fort +1, Ref +0, Will +0; Str 11, Dex 8, Con 11, Int —, Wis 8, Cha 11.

Colorblind (Su): A living color spray is a blazing mass of color and light. Anyone struck by its slam attack must make a DC 11 Will save or suffer the effect of the *color spray* spell: A creature with 2 or fewer Hit Dice is unconscious, blinded, and stunned for 2d4 rounds, then blinded and stunned for 1d4 rounds, then stunned for 1 round; a creature with 3 or 4 Hit Dice is blinded and stunned for 1d4 rounds, then stunned for 1 round; and a creature with 5 or more Hit Dice is stunned for 1 round.

Engulf (Ex): In order to evade the living color spray's engulf attack, a target must make a DC 11 Reflex save. Engulfed creatures suffer the effects of the colorblind ability each round.

Tactics: The living color spray engulfs anyone that it can fit within its body, and then crushes until there is nothing left to crush. It fights to the death.

Treasure: None.

W20. SCRYING ROOM

This is another chamber of illusions—one that provides the PCs with a warning about the final challenge they must face to claim the schema. When the characters enter this area, they experience an illusion as though they had entered area W22. It takes a moment to realize there is no sensation of heat or smell of flame. This room functions as an enormous *crystal ball* set to scry on area W22. If a character makes a DC 18 Spot check while watching the scene, he or she notices a chest containing the schema and two vials marked with a symbol that looks like a flame. A DC 15 Knowledge (arcana) check reveals that this symbol indicates that the vials contain *potions of resist energy*.

Treasure: A quick examination of the room, and a DC 15 Search check, uncovers a *red keycharm* hanging from a hook on the wall.

W21. ENTRYWAY

This corridor, accessed by an *orange keycharm* (but only after first disarming the trap by using a *red keycharm*, as detailed in area W18), leads to the chamber where the schema is stored.

On the far wall, the PCs see a pair of adamantine doors bearing the seal of House Cannith, and waves of heat pour off the doors and ripple through the corridor.

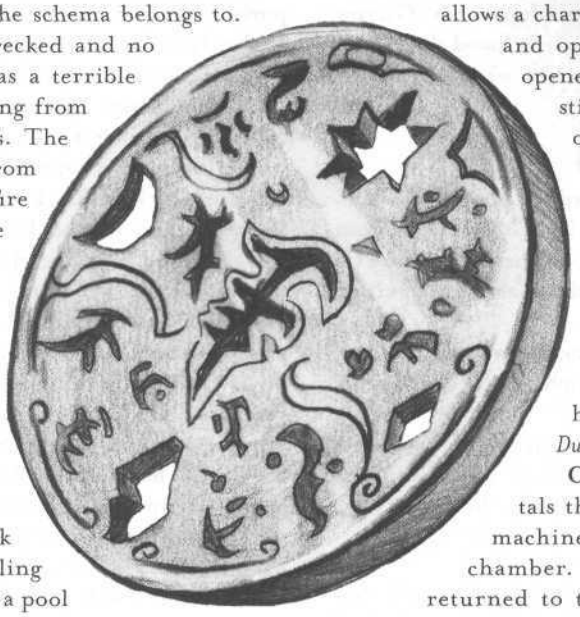
W22. MACHINE CHAMBER (EL 5)

This chamber contains the eldritch machine that destroyed Rose Quarry, as well as the second schema and the creation pattern the schema belongs to. The eldritch machine, wrecked and no longer working, appears as a terrible multiheaded construct rising from a crucible of molten glass. The danger here comes not from the machine, but from two fire elementals that were once bound to it and now wander the chamber freely.

Light: Bright illumination is provided by the two fire elementals and the crucible of molten glass; dim *everbright lanterns* provide shadowy illumination in the rest of the chamber.

Sound: No Listen check is necessary to hear crackling flames and the bubbling of a pool of molten glass.

Reaction: If the doors are opened, the fire elementals move to attack.



Creation Pattern

When the PCs open the double doors, read:

This large chamber stretches away from the doorway, and intense heat shimmers in the air. A raging bonfire burns about 40 feet away, near the far wall, casting dancing shadows across the room. A second one burns about 60 feet away, along the southern wall. In the center of the room, a large crucible filled with bubbling molten glass radiates terrible heat. Long, snaking heads made of iron and brass rise up from the molten pool like some metal hydra. Just south of the crucible and the construct, a crystalline chest reflects the hot light. Through the translucent material, you can see that the chest contains a variety of objects, including what can only be the diamond-shaped schema that you seek. Then, with an angry crackle of flame and a threatening hiss of steam, the bonfires begin to move toward you.

The Situation: This chamber houses the eldritch machine that destroyed Rose Quarry. Using the creation pattern discovered in Xen'drik and one schema, the artificers of Whitehearth developed the hydra-headed eldritch machine that spat white-hot molten glass from its five heads to rain upon the helpless village. They tested it just before the event that destroyed the rest of Cyre occurred, not sure exactly what the machine was going to do. Overjoyed and a little horrified by the powers of the machine, the artificers were in the process of shutting it down when the Day of Mourning swept across the land. The eldritch machine was damaged, and the fire elementals bound within it were released. Due to the damage and the uncooperative fire elementals, this machine will never work again.

Anyone who examines the ceiling notices a retractable dome directly above the machine. Controls for opening the dome can be found in the southern alcove nearest the doorway. A successful DC 15 Use Magic Device check or a DC 20 Knowledge (arcana) check allows a character to figure out the controls and open the dome. If the dome is opened while the fire elementals are still alive, they immediately break off combat and flee through the opening into the bleak Mournland countryside.

Terrible heat fills the chamber, emanating from the pool of molten glass. If the PCs choose to stay in the chamber for an extended period, they need to worry about severe heat damage (see page 303 of the *Dungeon Master's Guide*).

Creatures: The fire elementals that were bound in the eldritch machine are free and wandering the chamber. They have no desire to be returned to their prison. The elementals believe that the party has come to restore the binding spells, so they attack without mercy. If the dome in the ceiling is opened, the elementals stop fighting and seek to escape from the facility.

Medium Fire Elementals (2): hp 26 each; *Monster Manual* page 99.

Tactics: The fire elementals fight the party directly and savagely, believing that they are fighting for their freedom.

The Crystalline Chest: In front of the ruined eldritch machine sits a large chest formed of a heat-resistant crystalline substance and sealed with an average lock (hardness 10, 40 hp, break DC 26, Open Lock DC 25, +15 hardness against fire damage). The treasure contained within could play a critical role in the characters' surviving the encounter.

Treasure: The translucent chest contains two copies of the diamond-shaped schema (the original and an exact copy created by the Whitehearth artificers), 2 *potions of resist energy* (10 points fire damage), 2 *potions of cure moderate wounds*, 1 scroll of *resist energy*, and the Xen'drik creation pattern. The pattern is a large disk formed of adamantine and covered with mithral-laced runes and symbols. It contains sockets for four schemas, like the ones found beneath Sharn and in the chest. It is 3 inches thick, 2 feet across, and weighs 10 pounds.

Part Six: Showdown

After the PCs defeat the fire elementals and recover the schema (both the original and the copy) and the creation pattern, they can leave Whitehearth without incident. They can either leave through the open dome above area W22, or they can backtrack to the mine above area W2. Depending on how things went with Rorsa and her pack, they might try to find a way to get the wolves out of the facility as well.

One last encounter awaits the adventurers. Garrow and his Emerald Claw soldiers have followed the PCs to Whitehearth and wait to ambush them when they exit.

Ambushed! (EL 7)

Garrow and a small unit composed of Emerald Claw soldiers and undead lie in wait for the PCs to emerge from Whitehearth. They are ready at whichever exit the PCs utilize, either the mine or the dome above the ruined eldritch machine.

Light: Depending on the time of day, the Mournland is bathed in perpetual twilight or the darkness of a cloud-covered night.

Sound: The area around the exit is quiet.

Reaction: Garrow wants to conduct this encounter peacefully. His troops won't attack until he orders it.

When the PCs emerge from Whitehearth, read:

"Well done, adventurers," calls a voice you recognize as that of the vampire from Rose Quarry. Figures appear from out of the shadows surrounding you: six Emerald Claw soldiers armed with crossbows, four skeletons armed with scythes, and a female necromancer. The vampire is nowhere to be seen, but you can hear his voice.

"It is futile to fight us," the vampire says. "Give me the third schema, and I will let you live. Oppose us, and I will take it from your corpses, and then raise your bodies to serve me."

The Situation: Garrow wants the schema. He doesn't know about the creation pattern. If the players are paying attention, they have learned that the schema they have found is the third schema, not the second. Garrow and the Order of the Emerald Claw have previously located the crescent-shaped schema.

If the PCs want to fight, make initiative checks and proceed with combat. If they decide to turn over one of the two copies of the diamond-shaped schema, they can leave with the schema and the pattern after fighting a reduced number of the enemy. If they decide to fight, Garrow commands his troops from hiding, and the PCs must battle his entire force.

If the PCs give one of the schemas to Garrow, the apparent vampire says, "A wise decision. You have the gratitude of Garrow and the Order." He mounts his horse, and Mallora and two soldiers follow, but the others remain behind. "Kill them!" Garrow calls as he rides off into the Mournland.

Creatures: If the PCs face the full force of enemies, they must deal with Garrow (see page 19), Mallora (see page 15), six Emerald Claw soldiers (see page 14), and four skeletons. If they hand over the schema, they face a reduced force of four soldiers and four skeletons.

Skeletons (4): hp 6, 6, 7, 7; *Monster Manual* page 225. The skeletons are armed with scythes instead of scimitars and shields; this gives them an AC of 13 and an attack of +1 melee (2d4+1/×4, scythe).

Conclusion

If PCs Triumph: If all goes well, the PCs defeat some portion of the Emerald Claw force, recover their ride (either their mounts or Failin and his elemental-powered land cart), and then return to Darguun without incident. Garrow, meanwhile, escapes with one of the copies of the schema.

Following this outcome, the PCs meet up with Lady Elaydren back in Rhukaan Draal. She sends word to them on where to meet her shortly after they return to the goblinoid city. She gladly accepts the schema and the creation pattern in the name of Cannith West. She gives the PCs a reward of 2,000 gp for their remarkable efforts on behalf of her house.

If the PCs mention the notion of a third schema (based on Garrow's outburst in "Ambushed!"), Lady Elaydren's countenance turns grave. "Then it is true," she says. "The Emerald Claw has found one of the schemas. Time indeed grows short for us all."

With their business apparently concluded, Elaydren has one more request to make of the adventurers. "If you accompany me back to Sharn," she says with a twinkle in her eye, "I'll see to it that you receive an additional 1,000 gold after we arrive safely." She will pay for their return trip, by sea, if they travel as her escort and bodyguards.

If PCs Are Defeated: If the PCs make the wrong choices, or if the battles simply wind up being too much for them to handle, Garrow's forces reduce them to negative hit points but don't necessarily kill them. With the PCs unconscious, Garrow takes both copies of the schema from their packs. He leaves the creation pattern, because he wasn't expecting it and doesn't know what it is. He then leaves the PCs to die or recover as fate decides.

If the PCs stabilize, they eventually recover and make their way back to Rhukaan Draal. If Failin was waiting for them, he provides aid and helps them recover more quickly. Lady Elaydren is disappointed in the loss of the schema and the news that the Emerald Claw also has the third part. She takes some pleasure in acquiring the creation pattern, and gives the PCs a reduced award of 1,000 gp for obtaining it. Then she offers them the job of escorting her back to Sharn, as described above.

Next? You can use *Shadows of the Last War* as a springboard to more adventures of your own creation. Or you can follow the story line that continues in *Whispers of the Vampire's Blade*, the second in a three-part series.

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